

THE OFFICIAL SEGA SATURN MAGAZINE



SEGA
No.1 FOR
SATURN

ISSUE 18 £2.75
APRIL 1997

MAGAZINE

THE MONSTER HIT OF '97?

DUKE NUKEM 3D

WORLD EXCLUSIVE!

PLUS! RESIDENT EVIL: FIRST REAL SATURN SHOTS SKY TARGET MASS DESTRUCTION
SYNDICATE WARS RETURN FIRE SEGA TOURING CAR: EXCLUSIVE AM ANNEX INTERVIEW



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*Forget
everything your
mother said
about running
with sharp
objects*

THE X-FILES

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lethal weapons, poison, superhuman powers,
hero — hero & warrior, a mage or a cleric, seek powerful
artifacts, can **wicked** spells, village your way through
Earthshaking, devastating bridges and trees. **inflict** horrible
pain these are the rules to the try. begin, beyond **evil**
beyond hope **beyond** any lid game ever created.

9 四

Postdoctoral positions at Penn State University for the fall semester. The US National Science Foundation has awarded approximately \$1.2 million dollars for the project. All other materials for the project will be supplied by the Department of Energy's National Laboratory at Los Alamos. We are looking for highly motivated individuals with a strong background in computational fluid dynamics.



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EXTRA

Editor Michael Lambeth
Deputy Ed Matt Tres
Art Editor Steve Kilbey
Design Art Editor Nick Johnson
Staff Writer Lee Martin
Staff Writer Stephen Pellegrino
Test Department Phil Davies

Commission "Metal" David Jevons
Associate Editor Warren Harrod
Cover Art & Big thanks to Bloody Mooney &
Lee Young

APPROPRIATE

Commission Art Director Dennis McNamee
Group Art Manager Ideas Network
Software Manager Chris Penney
Reporting Sales Manager Paul Lazzarini
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MARKETING

Marketing Executive Oliver Mathewson
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Facilities Manager Robert Mitchell

BC-MAGS

Publisher Andy McWhirter
Executive Publishing Director - Special Issues

INFO

Systems Manager - French - Jason Keeney
Systems & Production Sub-Editor - French - Benji Bell

SEGA User - Maxx Motivator

Editorial Contact: 01923 821188,
The Isle Of Dogs, London, UK E16 2EL.
Subscriptions: 01923 821188 (UK) or 01923 821189 (overseas).
Fax: 01923 821186.

Editorial: 01923 821188
Feature: Computer Games and Applications
Book reviews

Saturn Magazine is an official Saturn title
over the views expressed in this magazine are not
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Souter Art and Megga CD artwork by Dennis of Segu
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SEGA SATURN MAGAZINE USE

DOLBY SURROUND

TO TEST ALL SOFTWARE

COVER STORY

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You can expect nothing more than rumours and speculation from those that partake in our opposition. With our exclusive SATURN shots of Duke, plus full-on interview with Labotronic Software, you'd better ready yourself for what is guaranteed to be one of the greatest Saturn games of 1997!



COMING SOON

18 SYNOICATE WARS

It's what has now been confirmed as the last Bullfrog title to hit the Saturn (so, no Dungeon Keeper then!), Syndicate Wars is coming along very, very nicely indeed. Once again, check out the first Saturn shots of the game along with an in-depth chat with Bullfrog's ZKU, veteran programmer behind the epic



COIN-OPERATED

82 REO EARTH

The very first Capcom arcade game to use the new CPS III board has finally hit the arcades - and SEGA SATURN MAGAZINE has the full story, plus exclusive screenshots (of course)! So... a Red Earth any good? Does the concept warrant the new technology? Find out now!



SUBSCRIPTION RATES

UK £33.00 Airmail Europe £45.00 Airmail Rest of World £75.00 Euro 245.00 These rates include postage and packing.

SUBSCRIPTION/BACK ISSUES ENQUIRIES

Sega Saturn Subscription Sovereign Park, Leicester LE8 4PA, LE8 9EF. Phone (01858) 435350

BIG IN JAPAN

58 ELEVATOR ACTION RETURNS

An all-new section in SSM, where we highlight new titles available in Far East which really deserve an official release. This month, the follow-up to one of the most fondly remembered coin ops of yesteryear - Elevator Action!

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A SEGA SATURN MAGAZINE inquisition of outstanding professionals, our Japan Editor, Warren Harrod, visits the newly established AM Annex and talks to the man behind Sega Rally, Marc TT and of course, Sega Touring. Dan Tetsuya Mizuguchi!



52 THE ART OF STAR WARS

But just for a few pages this issue we totally forget about the Saturn and immerse ourselves in the wonderful Star Wars universe! The films are back and better than ever and everyone's talking about Star Wars. So we are, as well!



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34 MANX TT SUPERBIKE

Last month we promised the very best in Manx TT coverage! Get the full lowdown on the most awaited of Sega Saturn titles right here, including full options and course breakdown! And don't forget, you can get a flicker off this game by flicking to the review!

42 MASS DESTRUCTION

It's a game about tanks and destroying things in what can only be described as "spectacular fashion". Harking back to an age where videogames were about skill and racking up an enormous score, Mass Destruction is well worth the showcase we have awarded it!



Art © Chucky Monkey & Jim Young



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NEWS

My god! Words alone cannot describe the power of this month's SEGA SATURN MAGAZINE. I'm particularly happy with our world exclusive Duke Nukem 3D feature, which goes behind the scenes of what is going to be one of 1997's hottest games... on any home console. The news isn't too shabby either, and features-wise, you can't get much better than an in-depth interview with Tetuya Mizuguchi, the creator of Sega Rally, Max TT (also in this issue) and Sega Touring Car Championship. If you think this is good, well you ain't seen nothing yet! If all of our plans come to fruition, you can expect some truly amazing stuff... coming soon. In the meantime, I'm going to give you my personal guarantee that SEGA SATURN MAGAZINE will continue to be your finest videogame read each and every month. Not only that, but I also reckon that we'll easily be able to provide you with the cheapest demo discs and they'll all be of the HIGHEST quality. Oh yes!

**Richard Leadbetter,
Editor**



RESIDENT EVIL: FIRST SATURN SHOTS

Before Resident Evil preview to include lots, far more than the PlayStation original. More details in the next issue of SEGA SATURN MAGAZINE!

On these pages, you'll find the first Saturn shots of Resident Evil. There's only three of them, but rest assured that they are the only SATURN shots of the game that Capcom of Japan have released to the press. Any others you might have seen are merely PlayStation shots.

How do we know that? Well, Capcom of Japan held a special press conference for the Resident Evil series in Japan on February 17 where they discussed the Saturn version of their survival classic along with their plans for Resident Evil 2 on the PlayStation.

The programmer of the Saturn version was on hand to tell the vast assembly of journalists about his work and he was most enthusiastic about their achievements to date. The screenshots show a game that is virtually identical to the PlayStation original; a fact that he was extremely proud of. But it gets better. After the original Sony game was complete, the developers at Capcom came up with the idea of producing an enhanced version of the game internally dubbed Reclused Dash (Reclused is the Japanese moniker for Resident Evil). This version of the game would feature many small tweaks to the gameplay along with changes to the plot of the original game.

Well, despite the Dash edition never reaching the shelves, Capcom held on to the idea and they are all included in the forthcoming Saturn version of the game! So yes, pre-gen and post, the Saturn version will be superior to the PlayStation game.

One downside concerns the release of the game. Despite the fact that adverts have appeared in the Japanese press,

Resident Evil has been put back until the summer. Now that could mean anything from late to September, but knowing Capcom's release strategies, that probably means closer to September!

As for the rest of the press conference, Capcom stated that PlayStation's Resident Evil had been taken back right to the beginning of its development cycle. The entire plot and setting is being completely changed and its release has slipped from spring to winter '97.

Rumours persist that the sequel is also being converted to Saturn. There was no official confirmation of this at the press conference, probably because of the huge delay the PlayStation version has encountered. However, the possibility remains likely.



These are the first Saturn Resident Evil shots in the world.



QUAKE: EXCLUSIVE NEWS SENSATION!

Recently, Sega of America finally got around to announcing that it had licensed three major products from GT Interactive. Abe's Oddyssey was revealed last month, Duke Nukem 3D is exclusively unveiled in this issue. New details have finally emerged regarding Quake, possibly the most exciting game of the bunch.

Although there has been no official confirmation from any division of Sega yet, it would appear that Lobsterling Software have been handling the conversion work, with the conversion to be handed in literally weeks after the team have completed Duke Nukem 3D (see the Coming Soon starting on page 16). We had some inkling that Lobsterling might be carrying out the translation, hence the inclusion of some Quake based questions in the

Q&A interview this issue – and they do mention that they are only in the process of producing another 3D Saturn game.

As far back as issue #13, SEGA SATURN MAGAZINE has been pressing the powers that be that Lobsterling are just about the only team in the world capable of producing an excellent Quake conversion. The fact that Sega of America has realized this is great news for Saturn fans, especially when it becomes evident that the genuine team handling Saturn Quake were encountering severe speed and frame rate difficulties with the conversion. When it comes to 3D corridor games, no one knows the Saturn's capabilities better than Lobsterling. Expect to see the first set of screenshots EXCLUSIVELY in a forthcoming issue of SEGA SATURN MAGAZINE.



While it's unlikely that before Quake will have quite the resolution of the PC version (pictured), you can be assured that it will be a game of the highest quality thanks to Lobsterling Software. Obviously their engine will need a bit of work in order to produce the heavy shadows and what-haves-you, but you can be assured that there is no-one more qualified to carry out the conversion. Get's logo there's a two-machine Rely-on mode...



VIS RUMOURS CONTINUE

Surprise! A week ago by without some new Virtua Fighter 3 based rumour hitting the Internet. As SEGA SATURN MAGAZINE has stated month in, month out, don't believe anything you hear about it comes direct from Yu Suzuki, head of AM2. Still, this month's set of rumours are most intriguing, with Core Design apparently having seen the mythical sort upgrade in action on a recent visit to Japan. Witnessing a two-character VIS does seem, with the company so impressed as to be planning compatibility with the forthcoming 'Tech' Robin 2. Internet sites have also curiously gone as silent since March press conference being held by Yu Suzuki where the first demo of VIS would be unveiled... Well, this would be two years after the first VIS demo, but our response to Sega of Japan's reaction to a "what press conference?" response... Well, if anything's going to happen we should have news of it in the following issue of SSM.

GREMLIN BUY IMAGITEC

Gremlin's support of the Saturn has been firmly established over recent months with titles such as Loaded, Warriors Art, Fury '98 and the excellent Virtua Doll. Well, the good news is that the company has recently purchased Imagitec, which was previously known as Gremlin Interactive Studios and was handled most of the company's conversion work, starting with Retaliator. Further titles in store forward to include a new version of Action Session (aka Fury '98, this time based on action style), plus a six-player Action Grid follow-up. All of Gremlin's forthcoming titles, including the arcade style Arise Race plus the potentially excellent Action Spacer 2, are also bound for Saturn and should appear within weeks of the PlayStation version.

SSM RULES!

We just finished this space by telling you about our latest set of sales figures... Our recently released BBC Expert shows 1054,000 units shipped, giving a gargantuan 30% rise in readership, taking us up from around 22,000 to 30,000. As you would expect it's a good day for the once dead Sega Power, dipping down to 10,024, a loss of around 20%. The SSM team have great plans for the magazine in order to make it better still, including some utterly awesome staff based up for the summer which is so cool we can hardly believe it. Thank you for your support over the last few months and stick with us – the best is yet to come!

SSM IN NEW DEMO DISC FRENZY!!!

Next issue in **SEGA SATURN MAGAZINE** we'll be bringing you an amazing cover-mounted CD that other magazines could only dream of. Rather than bang out a one-level demo CD every month of a single game and charge an extortionate amount of money for it, we've waited patiently for a bumper crop of games to feature on one of our best cover-mounted CDs to date.

SEGA FLASH VOLUME #4 features three excellent playable demos of some of Sega's latest releases and a vast amount of FMV footage featuring some of the hottest titles around. Take a look what's in store...

PLAYABLE LEVELS

Sonic 3D Blast

After waiting for what seems an eternity the long awaited debut of Sonic on the Saturn is an enhanced version of the Mega Drive hit Sonic 3D: Hedgehog Island. Adding an isometric twist to the previous Sonic formula and with an all new style of gameplay it may well be the Sonic title that Saturn owners wanted but a fine game never the less. One of the highlights is the Sonic-style special stages featuring a light weighted polygon Sonic running through the tube sections collecting rings. These parts were actually coded by the Sonic Team, hopefully an indication of what's to come later in the year.

WHAT YOU GET: The whole of the first level to playthrough including the excellent special stage featuring Knuckles.



Die Hard Arcade

Originally produced by AMI in the arcades using Sega's ST-V "Twin" software the Saturn conversion is just perfect. In similar vein to Streets of Rage it's a scrolling 3D beat 'em up where the player uses the familiar punch and kick combo to defeat the hordes of bad guys who have kidnapped the President's daughter. All manner of weapons from a bow and arrow to a rocket launcher can be used as you wander around from one zone to another in an attempt to thwart the enemy. It makes an excellent break from your average beat 'em up and its frankly excellent!



WHAT YOU GET: The first few scenes of the game and some cool weapons to collect. You'll have some nice fun with this one, we tell you!

Virtua Fighter

Back by popular public demand, Sega's one-on-one robot buster features some of the best 3D graphics and involving gameplay ever witnessed on the Saturn. Technically outstanding, with two split screens set up for some awesome two-player battles we liked it so much it received a massive 95%. Through a little coexisting at first with a complex control system once you've discovered the various tactics and strategies it becomes amazingly compelling. If you don't own it already this playable demo should convince you to buy it this instant!

WHAT YOU GET: Battle at say of the robots on the hardest difficulty level against the first robot. The cool intro's in there too!



PLUS FULL-MOTION VIDEO!

As it three playable demos weren't enough to keep you occupied Sega Flash 4 features a huge amount of full motion video dedicated to Cool!

BLOCKBUSTER CHARTS

TOP TEN VIDEO GAMES

- 1 DOOM*
- 2 DESTRUCTION DERBY
- 3 TOMB RAIDER
- 4 EXHUMED
- 5 NIGHTS
- 6 ALIEN TRILOGY
- 7 WORLDWIDE SOCCER '97
- 8 ULTIMATE MORTAL KOMBAT 3
- 9 TITAN WARS
- 10 GUARDIAN HERDES



TOP TEN RENTAL VIDEOS

- 1 INDEPENDENCE DAY*
- 2 MISSION: IMPOSSIBLE
- 3 THE ROCK
- 4 LAST MAN STANDING*
- 5 TRUTH ABOUT CAT & DOGS*
- 6 COPYCAT
- 7 FROM DUSK TILL DAWN
- 8 EXECUTIVE DECISION
- 9 TWELVE MONKEYS
- 10 DIABOLIQUE*



TOP TEN RETAIL VIDEOS

- 1 INDEPENDENCE DAY*
- 2 ALADDIN: KING OF THIEVES
- 3 TOY STORY
- 4 HEAT
- 5 101 DALMATIONS
- 6 SEVEN
- 7 BRAVEHEART
- 8 FATHER OF THE BRIDE II*
- 9 TRAINSPOTTING
- 10 BABE



Sega Flash volume #4 appears in next month's edition of **SEGA SATURN MAGAZINE**, price £14. Unfortunately, the CD is not available on issues of the magazine self-exclude of the United Kingdom.

* DENOTES NEW ENTRY

מִרְגָּגֶת



מִרְגָּגֶת

"IT'S GOT GAMEPLAY UP TO ITS EYEBALLS"

PLAYSTATION PLUS

G

MIRAGE



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HMV CHARTS

Week ending November 20th



Sent us your top ten games and you could be mentioned in this email! Not sufficient space next month?
You also get a game for your trouble! New ready! Send 'em to READER CHARTS, SEGA SATURN MAGAZINE,
PARKY COURT, 20-22 PARKINGHORN LANE, LONDON, EC2R 5AB. The month's reader chart comes from Ethan
Petherage of Brighton who gets a game despite mentioning Street Strike which he'll not at the time of writing.

HMV CHARTS		SATURN MAGAZINE CHARTS		READER CHARTS	
1	DARK SAVIOR	1	VIRTUA FIGHTER 3 (coin-op)	1	VIRTUAL ON/ PANZER ZWEI
2	ONE HAND ARCADE	2	VIRTUA FIGHTER 2 (Saturn)	2	SOVIET STRIKE
3	SEGA AGES VOLUME 1	3	MAXX TT SUPERBIKE	3	SEGA RALLY
4	SONG 3D	4	FIGHTERS MEGAMIX	4	WORLDWIDE SOCCER '97
5	TOMB RAIDER	5	ELEVATOR ACTION RETURNS	5	VIRTUA COP 2
6	VIRTUA COP 2	6	DARK SAVIOR	6	TOMB RAIDER
7	STREET FIGHTER ALPHA 2	7	EXHUMED	7	NIGHTS
8	COMMAND AND CONQUER	8	STREET FIGHTER ALPHA 2	8	MADDEN '97
9	WORLDWIDE SOCCER '97	9	TOMB RAIDER	9	VIRTUA FIGHTER 2
10	DAYTONA GCE	10	SEGA RALLY CHAMPIONSHIP	10	STREET FIGHTER ALPHA 2



WIN ID4 ON VIDEO!

FIVE COPIES OF INDEPENDENCE DAY UP FOR GRABS
PLUS FIVE COPIES OF THE DAY THE EARTH STOOD STILL!

You've watched the movie, you've played the game now win the video! Yes Twentieth Century Fox Home Entertainment are offering five lucky winners a chance to get their mitts on a copy of Independence Day the 1996 box office smash that's selling even hotter than the latest issue of SEGA SATURN MAGAZINE! Jordy just round 100 features some of the most amazing special effects ever seen, is THX digitally remastered and is available to buy in both Fullscreen (1.35 mpg) and Widescreen (1.66 mpg). As if that wasn't enough Fox are also giving away five copies of the classic 1951 sci-fi film The Day the Earth Stood Still to complete your collection of alien invasion type flicks. So with a copy of both videos just answer this brain-busting question:

ID4 star Jeff Goldblum is due to star in which prehistoric movie sequel this summer?

If you think you know the answer send your entry to the usual address and mark them KLAATU, BARADA, NIKTO! Correct answers will be drawn at random and each winner will receive a copy of both Independence Day and The Day the Earth Stood Still on video.



GRAB SOME RADICAL AIR

After the deluge of flying and snow boarding games that have recently invaded the arcades it was only natural that this craze would filter down to the vapor can rollers. Tap! Snow Boarding Trix is the first to appear on the Saturn and offers players to catch some "rad air" or "mad aerial" aude.

There are two distinct playing modes featured in the game. The first is the race mode which allows you to race one on one with another haggard cashed boarder down the side of a slippery mountain on a glorified plank of wood, risking life and limb to become the snow boarding champion. Three different courses are available to race on with a choice of those different boarders such as varying speed and cornering abilities. The second mode is the tricks section where you come down a straight slope with all manner of jumps and swings allowing you to perform various snow boarding trickery. Points are awarded for each trick you pull off and can be entered in for high score table for you to come back to and beat.

Comparisons will no doubt be made with the PlayStation title Cool Boarders and an such XAP! Snow Boarding Trix looks as though it could well surpass it with better movement on the boarders, better clipping and more freedom on the courses too. Although already available in Japan as of yet it is undecided as to whether this will receive an official UK release. Hopefully more news on this soon.



If this warrants more attention...

...We'll stick it in the Big in Japan next issue.

SOL!
IF YOU PLAY
GAMES?

**YOU'RE GONNA
NEED THIS!**

**ISSUE 185
OUT NOW**



**computer
and
video
games**



SNK SEGA SENSATION #1: METAL SLUG!

SNK continues in their endeavour to bring their finest Neo Geo arcade games to the Sega Saturn. Their latest announcement concerns Metal Slug, the popular side scrolling shooting game (for one or two players) released on Neo Geo in the summer of last year. Metal Slug is one of the most playable, enjoyable shoot 'em ups released last year. It contains elements of Contra and Guilty Gear and adds in a very healthy (some might say a bit sick actually) sense of humour. It also happens to contain some awesome power up weapons and plenty of bosses to blast through, as you can see from some of the shots on these pages. There seems to be a bit of a gap between Japanese and European SNK releases (like ten years - if we're lucky!) so we can't be sure as to when this game will appear on this side of the world, if at all. But rest assured we will be investigating in the meantime. Here are some lovely screenshots to enjoy.



It's to blast through, as you can see from some of the shots on these pages. There seems to be a bit of a gap between Japanese and European SNK releases (like ten years - if we're lucky!) so we can't be sure as to when this game will appear on this side of the world, if at all. But rest assured we will be investigating in the meantime. Here are some lovely screenshots to enjoy.



Metal Slug is one hot in the arcades and on Neo Geo... and it's coming to Saturn!



SNK SEGA SENSATION #2: KING OF FIGHTERS '96



According to the latest NAM charts, Sega Ages volume six is still selling really well - not too bad considering that the three games on the CD are all over a decade old! Well, in Japan, Sega have not let the Sega Ages brand die down. No sir. I'm keeping with their single-game-at-a-budget-price policy. They've just released the remixed History Zone for about £6 and have also produced a new pack of previously old Sega carts-ups, going under the name of Memorial Selection Volume 6.

This brilliant pack has titles such as Up and Down, Head-On and Pengi included along with Ricky - one of the most playable platform games in existence (and which spawned Sonic 3D: Ricky's Island). Sega Europe aren't sure whether these games would meet with the same interest level outside of Japan and an official release is looking doubtful. However, that's not to say that the games might not appear elsewhere, just as Deep Space appeared as a mini-extra on the Bio-Hazard Arcade CD. We'll keep you posted.

SNK have released a new King of Fighters game in Japan. King of Fighters '96 actually comes in three different formats. The first CD has long loading times and reduced animation. It's worth coughing up the extra for the RAM cart version of the game, which boosts the Saturn's internal memory by 35% thus enabling every frame of animation from the roms up to be included. The final version of the game is the ROM cart version, which reduces loading time (it's all automatically on the cart). This maybe faster, but it only works with KOF '96. The good thing about getting the RAM edition is that the cart works with other games, notably Fatal Fury and Cuphead's Toothaching Cyberdog. But still, into the game proper. The good news is that King of Fighters '96 is much, much more of a sequel than its was. The last version was great, but it only had a few new moves and characters. Not so the latest edition, which features all-new graphics and radically different move sets for the established characters. The SNK tradition of awesome quality backgrounds and superior music is also continued in this game. Of course, as far as gamers are still waiting for an official release of KOF '96. Well, it would appear that SNK have signed up some kind of lock-out agreement for Banpresto. Meaning that the inferior non-Saturn PlayStation version will appear some months ahead of the Saturn game. SSME's advice to Sega would be: forget about '95 and get '96 instead.

SEGA RETRO PACK: ROUND TWO

According to the latest NAM charts, Sega Ages volume six is still selling really well - not too bad considering that the three games on the CD are all over a decade old! Well, in Japan, Sega have not let the Sega Ages brand die down. No sir. I'm keeping with their single-game-at-a-budget-price policy. They've just released the remixed History Zone for about £6 and have also produced a new pack of previously old Sega carts-ups, going under the name of Memorial Selection Volume 6.

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Area 51 does not exist.

And if you're smart, you'll stop asking questions.

This is not a game. This is a warning.

AREA 51

You can't win but you can stop it.

The Stealth Hit-Arcade game that shows you what your government won't.

MIDWAY



A stylized signature logo consisting of a "G" shape with a horizontal line through it, followed by the text "Signature Edition" and "www.midway.com".

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Duke Nukem 3D



One of the most popular PC games of the last year was 3D Realms' stunning *Duke Nukem 3D*, the only game to actually improve on the incredible *Quake*. Now, in software released the awesome *Quake*, **SEGA SATURN MAGAZINE** has the first news - and the first screenshots - of the potentially mind-blowing Saturn conversion! **RICH LEADBETTER** reports.

Development company single-handedly responsible for making the first-person perspective blasting genre what it is today, it was id Software that pushed back the boundaries of gaming excellence, practically inventing the "console game" style and none could better it at their own game.

Well, maybe not. You see, in mid-1996 a company called 3D Realms released the final version of *Duke Nukem 3D*. The game was brilliant, featuring super-smooth, incredibly detailed 3D graphics, a range of awesome weaponry plus unforgettable

multiplayer action. 3D Realms upped the stakes in the corridor genre by actually making their backgrounds look like real places as opposed to the repetitive corridors and caves that id had provided. It also had a somewhat... dodgy... sense of humor. Plenty of swearing via the wonders of DukeSpeak plus naked ladies being blown up; that kind of thing.

id's intention had the naming idea of bringing *Duke Nukem 3D* to the console - an idea they tested at the last E3 show, before the full version of the PC game was actually released. Up until the end of last year, no-one had any idea who



Duke Nukem's entire range of weaponry will be passed into the Duke Saturn conversion. In the current demo only two of the PC version's weapons are in there (the bat and the pistol), but there's no reason why the rocket launcher, demolitions, shield rays and pipe bombs shouldn't be in the future game.

IT'S ALREADY LOOKING VERRRY CLOSE...

Despite the fact that the current Duke Nukem demo doesn't even feature a complete level of the PC original, it's still looking very, very close indeed. What we've done here is to show a shot from the current, extremely early Saturn version and compare it alongside a shot of the completely finished PC game. As you can see, already Labotomix have performed wonders with the Saturn conversion... and they haven't even started properly yet! Expect big, big things from this game! The best people for the job are behind the conversion of one of the best PC games in existence.



was actually going to carry out the conversion work.

There was talk of UK's Barnes, a talented bunch of coders responsible for Ultimate Mortal Kombat 3 (amongst others) producing the conversion, but nothing was set in stone... until December last year where the identity of the programmers was finally revealed!

ENTER... LOBOTOMY!

People's limited expectations of what the Saturn was capable of when it came to "console grave" games were exploded when Labotomix Software revealed Enhanced (known as PowerSlave in the US) to the world. This little known American company had竟然ly done the impossible with the Saturn - they had produced a super-smooth 3D environment with stunning light-steering effects.

After months of people moaning about the Saturn's inability to match the PlayStation in terms of special effects, Labotomix proved everyone wrong in a single stroke. Much was made of the lighting effects in PlayStation Doom, but any Enhanced player will tell you that the awesome dynamic lighting effects in the Labotomix title are far, far superior.

In SMM editorials we petitioned "the powers that be" for Labotomix to convert across a game like Duke Nukem or Quake. It would appear that someone listened as it would be announced just before Christmas that the group would be converting Duke in the Saturn. The world trembled!

HERE IT IS... SATURN DUCKE NUKEM XD

Sigma Europe took delivery of a very early playable demo of Saturn Duke Nukem XD in late January and were so excited by the quality of Labotomix's efforts that SIGMA SATURN MAGAZINE was instantly commissioned to witness this potentially brilliant game. Unless otherwise stated, every shot here is a Saturn one



What we have to make very, very clear is just how early work on the game is at the moment. Labotomix have literally just got to grips with the project and are in the throes of ripping the PC version to pieces, seeing how it ticks and then integrating the levels and gameplay into an enhanced version of the Enhanced engine.

The demo we've played on features an early rendition of Duke Nukem's first LA Apocalypse level and it's from this demo that you'll find numerous screenshots accompanying this feature. Despite Labotomix only being on the case for a couple of weeks (at the time of writing) they've already done an admirable job with the conversion. The detail isn't all there at this time, but the major landmarks are in and looking great, plus as you would expect from Labotomix, the feel on the controls and the sheer speed and fluidity of it all is frankly brilliant.

IT'S EARLY... BUT ACE ALREADY!

Labotomix have coded in just two of the game's regular weapons so far. They are the Mighty Fist (which Duke uses to kick the crap out of the alien ass) plus the basic hand gun. This fires off twelve low-power rounds before Duke has to reload.

There's no reason why the full game shouldn't include all of the tools from the PC version, so look out for shotgun, rocket... >>

When the screenshots can't show you is just how smooth and fast Duke Nukem XD is. Labotomix assure that the finished article should run just as fast as Enhanced, but will have far, far more detail and more impressive lighting. MORTS mode and compatibility is in too.

The City Street level is the very first to be finished in the PC original and it's the first that Labotomix have transferred across onto the Saturn. Watch our words: this will be an incredible game!





COMING SOON

"I can tell you that what you have seen of Duke on the Saturn is just the beginning, and what you'll end up seeing will blow you away!" - Paul Lange, Lobotomy

>> Launchers, pulse rifles, shrink rays, freezing gases plus the pride of Duke's arsenal: the glove-mounted Demolitron!

Similarly, Duke Nukem has a vast array of different costumes to do battle with. At the moment, just the LA pig police sergeant has been coded in to populate the level. Again, there's no reason why the entire cast of supporting enemies from the PC version shouldn't make their way into the Saturn version.

One thing that did surprise even in the early days is that the definition of the enemy sprites is very good indeed. Even close-up, when monster usually become huge smears of blocky pixels, Duke Nukem's monsters still look very cool indeed.

BETTER THAN THE PC VERSION?

Lobotomy Software are rightly proud of the 3D engine they have created for the Sega Saturn. Many people actually think that the engine is a port-over of the Duke Nukem 3D PC engine, because they have so much in common. Truth be-

told, this just isn't the case. It's actually better.

Like the PC Duke Nukem "Build" engine it can handle true 3D environments (such as rooms on top of rooms, something you don't see in Heretic or Doom), but Lobotomy's engine has been optimised to include some amazing lighting effects. The lower levels of Lobotomy show this off perfectly and even in the early Duke Nukem demo, Lobotomy are experimenting with incorporating these lighting effects. You can see this in some of the screenshots of the Saturn version we've printed.

The PC version didn't have dynamic lighting quite like this (it was far more Doom-like in this regard), so even if the Saturn version does lose some detail, it would still look a lot nicer thanks to the additional special effects. We'll be taking a look at later versions of Duke Nukem 3D, so keep reading the pages of **SEGA SATURN MAGAZINE** for definitive information!

Lobotomy have just started working the first level of Duke Nukem 3D in the Saturn demo in the possession of Sega. As you can see the original old demos is looking very close indeed to the PC original - and with the new light sources and what-not, the finished article should be utterly superb.

NOW DO THEY DO THAT?

How did Lobotomy Software come up with a 3D engine so far in advance of what other companies have achieved? For starters, their engine wasn't ported across from any other systems, unlike Heretic and Doom. This enabled them to use the Saturn's hardware to its greatest extent.

Inside the Saturn there are two separate video chips, known as VDPs and VZPs in addition to five central CPUs. This arrangement can cause programmers many headaches, but in the right hands it means computational power far in excess of what the PlayStation is capable.

Lobotomy's engine concentrates on handing out tasks to whatever chip is most capable. One of the Saturn's CPUs in conjunction with VZPs produces the walls of the environment screens. The other CPU handles just about everything else related to the game whilst VDPs (best suited to 3D applications) just draw the weapons and the perspective sky.

The beauty of this system is speed. Lobotomy's engine can reach 30 frames per second, the same as Alien Trilogy, but with superior special effects and more detailed environments. And no crappy darkening effects too far away from you - with Lobotomy's engine you can see way out into the distance!



The PC version of Duke Nukem 3D was pretty spectacular, but the Saturn version should prove to be better still thanks to the supreme coding competence of Lobotomy Software. In the screenshots above, you get some idea of what kind of dynamic lighting they're planning to put into Duke Nukem. In the early days, you see this red-and-mustard colour wash over the models first as you. Considering how good Exultum was, we should be seeing something pretty damn convincing in this potentially unconverted! Look out for further Duke updates in forthcoming issues of **SSM**.

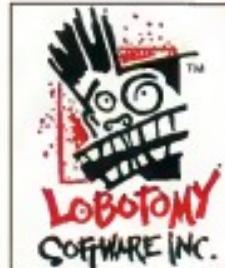
These are only very rough models of the levels in the Duke Nukem demo. The PC version had quite a bit more detail and you can expect just about all of it in the Sega game.



LOBOTOMY INTERVIEWED!

DUKE NUKEM PLANS REVEALED!

In a world exclusive, Lobotomy Software kindly agreed to be interviewed by SEGA SATURN MAGAZINE and revealed the full extent of their incredible plans for the Saturn version of Duke Nukem 3D! Read on, and prepare to get most excited indeed... Interview by RICH LEADBETTER



SSM Since our last interview, how has Lobotomy changed? Are you using the same team from Duke Nukem or have you expanded?

LOBOTOMY The company hasn't changed significantly, but we are applying more resources to Duke than we have on any project we've done in the past; it's very important the game is done on time and of the highest quality possible. Basically half the company is working on Duke and the other half is working on another project.

SSM Are you working on more than one project at this time?

LOBOTOMY We are doing several projects, but we are still putting the finishing touches on the PSX version of Enhanced, working on Duke, starting pre-production on a original Duke game, and beginning production on another 3D Saturn title.

SSM There was talk of an Enhanced sequel... Are these plans no hold now?

LOBOTOMY We are still talking about doing an Enhanced sequel, but it will likely be an all-new adventure, rather than a relaxed version with different levels and a few new monsters.

SSM Are you using the Enhanced engine to run Duke Nukem 3D?

LOBOTOMY We are indeed using the Enhanced engine. It is a proven technology and performs very well. In order to handle the large expanses of open space in Duke, we had to modify the engine considerably to maintain the frame rate. We added an implemented "Imp" level system so that the number of polygons contained on a wall are reduced as you get further away from it. Visually you can't really tell the difference, especially when distracted by monsters trying to kill you! We also enhanced the lighting capabilities of the engine and added support for the blood splatters on the wall and various other tricks in Duke.

SSM How did Lobotomy come around to getting the assignment?

LOBOTOMY Another company had been contracted to port Duke to Saturn, but the system just couldn't handle a direct port of the build engine and still have an acceptable frame rate. When Enhanced was released for Saturn, we demonstrated an engine and game system that could run circles around other 3D console games. When Sega realized we had experience with Duke, and had a fast 3D engine, we became the developer of choice. Luckily we had resources becoming available at the same time.

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SSM The Enhanced engine boasts a number of impressive lighting effects which aren't present in PC Duke...

LOBOTOMY We'll add the cool lighting and effects in Enhanced will be present in Duke, but in a different way. So far the effects we have implemented are really cool. I think it will blow a lot of people away. This is one area where Enhanced will be superior to PC Duke.

SSM In the last interview, Rich Deebok mentioned the possibility of speed increases and improved dynamic lighting. Will any of this surface in Duke Nukem 3D?

LOBOTOMY The speed of the engine is faster but the complexity of the game is much higher. Ultimately, it will probably be a year and the game will be similar in speed to Enhanced. As stated in an earlier question, the lighting is in many ways improved over the lighting in Enhanced. Most of it is just how the environment reacts to the use of cast lights and dynamic lighting, and the Duke setting, it will look dramatically different from the Enhanced lighting even though the technology behind it is basically the same.

SSM Considering the differences in available memory between the PC and Saturn, will porting affect any of the levels and graphics cause any difficulties?

LOBOTOMY There is a limited amount of memory available on the Saturn and we are finding creative ways to exploit all of the memory available. With Enhanced PC, using the Solid engine, we went crazy using all kind of art, because the graphics cache system worked very well. We don't have that luxury on the console, but that far we have been able to deal with it effectively.

SSM Are you planning on incorporating all of the levels of the PC game? Will there be any compromises?

LOBOTOMY At this point there aren't any plans to strip any levels. However, many of them are being modified to as to maximize the game experience from level to level.

SSM Do you have the option to improve on the original PC game as you see fit? Team Duke II, perhaps?

LOBOTOMY We are doing a port which by definition is as close to the original as possible. It hasn't been decided if we will offer any secrets not originally in the PC version.

SSM In terms of multi-player abilities, what are you planning to do in this regard? What modes will there be?

LOBOTOMY This is something that is yet undetermined. There are just a few cases for multi-player support and we are going over all of these issues right now. Obviously Netlink support would be very popular among Netlink owners.

SSM Right at this moment, what's the state of the play with the conversion from the PC to the Saturn? What have you achieved now and what's next on the list?

LOBOTOMY We are currently working over all of the levels, one at a time, and putting in all the weapons and monsters we will deal with all the interactive tricks last. It's actually fun to play right now and we've only been actively coding for a little over a month.

SSM At the same time that Sega revealed that they had signed up Duke Nukem, they also revealed that Quake would be heading for the Saturn at much the same time. The big question everyone is asking at the moment is, can the machine handle a proper conversion?

LOBOTOMY Quake is a very technologically commanding game. From what we know, Sega has great confidence it can be done on the Saturn, and they should know.

SSM With both games due to appear within months of one another, does this increase the pressure on your Duke Nukem work?

LOBOTOMY We have been on the work that has been done on Quake for Saturn, and we are confident our engine is superior. That leaves some pressure, and having the engine technology in hand lets us concentrate on the game.

SSM Bearing in mind the poor quality of Saturn Doom and the re-use nature of the Hexen engine, do you feel any pressure to innovate a technology already way in advance of the competition? Do you believe that there is anything else you can snare out of the Saturn?

LOBOTOMY No not really. There isn't much pressure to do more with our technology than we are doing with Duke. I'm sure more can be coded out of the Saturn, but for us it will take progressively more time and effort to do so.

SSM Obviously, Duke Nukem is an eagerly awaited title and it can only be good news that Lobotomy are on the job. Is there anything extra you'd like to tell our readers about the state of your conversion that we haven't already covered?

LOBOTOMY There will be a lot of hype about this game, and it'll all true. Seriously in many ways this game will rival the PC version. We are concentrating on making Duke fun to play and exploiting the technology we have available to support that goal. If you like Enhanced, you'll love Duke on the Saturn. If you haven't liked Enhanced yet, you should (jk)shameless plug! Thus far, nobody has been disappointed!

SSM You've done right then. Thanks.

Syndicate Wars

Imagine a world where personal freedom is non-existent, where an individual's life is controlled by some higher force and where violence is commonplace. But hey, SEGA SATURN MAGAZINE isn't all bad you know! Why this issue we've pulled out all the stops to bring you the very latest Syndicate Wars coverage. MATT YEO writes...



There are certain factors governing the success of any video game. A developer requires imagination, originality and timing to transform a title from a negligible no-hoper into a worldwide winner. When that developer is Bullfrog, success is usually guaranteed. With a track record that includes such PC and Saturn titles as Magic Carpet, Theme Park and Populous, Bullfrog sits in the unenviable position of having had a string of continuous hits. That run of luck looks set to continue this spring with the forthcoming release of Syndicate Wars.

This futuristic strategy/shoot 'em up has been available on PC for a few months now with Saturn owners anxiously awaiting any sign of a console conversion. The good news is that Bullfrog are currently putting the finishing graphical touches to the Saturn version which is now scheduled to be sampled on June 26th.

For those of you unfamiliar with the high-tech, low moral



world of the original game, Syndicate Wars is essentially a game of global domination, real-time strategy and explosive action. Set a hundred years after the original PC game, the sequel once again reveals a society of mindless citizens controlled by The Corporation, a fascist organisation that info-escapes the planet's population with the aid of brain-implanted micro-chips. However, conspiracy and corruption have resulted in The Corporation being potential revolution at the hands of the religious fanatical group, The





MISSION IMPOSSIBLE

The PC version may have received the fair share of critical praise but the Saturn game will feature a number of additional features.

Amongst a host of improvements, Syndicate Wars' new feature is a fully rotatable 360-degree 3D world allowing characters to interact with and explore their surroundings. Original team leader, Mike Phibert, explained why this enhancement was introduced. "We've got the world in 3D now," continues Mike, "and the principle reason for this is that in the first one, one of the biggest complaints was it was an isometric view and if you walked behind a building, that was it, you couldn't see yourself. So now you can walk behind buildings and simply rotate the map so you can always keep yourself in view. We had to wait for a while for the technology to catch up so we could actually do that." Players are able to use the left and right shoulder buttons to smoothly rotate each level whilst the X



The Saturn game is designed so that players will be able to select the view they're most comfortable with. Good eh?

POWER TO THE PEOPLE

However, atmospheric visuals are just the icing on the Syndicate Wars cake, as the PC version proved with competitive gameplay and the introduction of a multi-player network option. "It's quite different playing the network game," enthuses Mike, "it becomes a mixture of Quake and Command & Conquer, because you end up with the Quake aspect of just going out there to kill as many people as possible, but you also build bases up. This isn't something we've designed in, this is just how we ended up playing it. You create safe havens by laying down wire traps around us, and you've got laser bases you can put down which are like little gun turrets that shoot your enemies. So it turns into a game of protecting your base and attacking other people."

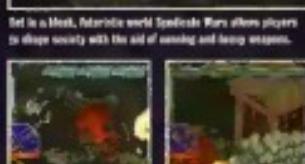
Whether the Saturn game will contain this feature, or even a Link Cable option is still a matter of conjecture. Sega's reluctance to release either peripheral in Europe has resulted in a number of companies announcing these options from multi-player games. >>

and Y buttons invoke the Zoom function allowing either a bird's eye view of a city or close-ups for precision work. The Saturn game is designed so that players will be able to select the view they're most comfortable with and, when necessary, they can choose an alternative angle with the assistance of four.

Critics of the original game complained that, although highly playable, Syndicate's visuals suffered from repetitiveness, resulting in some levels looking bland and empty. The superior graphical tools offered by the Saturn have enabled programmer Zedzo (not his real name but a cool pseudonym) to create a stunning world of light and shade where street lamps bathe players in an eerie glow and flickering neon signs illuminate darkened alleyways. Full light sourcing is also evident. "The reason the first game looked a bit messy was because the cities were built out of a block set, there were only 128 different graphical blocks available. So there'd be those types of road blocks, three window blocks and there was only a certain amount of variety we could build in. In the Syndicate Wars, the maps are polygon based, so each one can be completely different, there don't have to be any shared buildings at all. In actual fact we do have certain buildings because we want people to be familiar with types of building, they always need to be able to recognise a police station, a bank and so on. So we have a huge variety of buildings, then we've got five landscapes which can be completely different on each level, because you've got height fields, so you can have mountains or valleys. We've got rivers too, there are some levels that actually have boats on as well."



The Saturn version of Syndicate Wars features some shooting, explosions.



Tak is the side of a dedicated agent of the Serpentine and ultimate the Church of the New Jack.



COMING SOON



Rendered cut scenes add to the game's dark tone.

thereby reducing the potential success of certain games (without the one-player brevity that was GT Interactive's Dova). However, ZZ3D is confident the future is up to the job. "It shouldn't take much to support," he says, "because once you've got it handling a normal head-to-head fight up, it's not that difficult to do. It would obviously need a little thought though."

FINANCIAL TIMES

Unlike some existing shoot 'em ups, such as Gearbox's *Terror*, the strategy element in *Syndicate Wars* is crucial and adds an all-important element to what could, in the hands of a lesser company, be just another excuse for over-the-top weaponry and blinding explosions. That's not to say *Syndicate Wars* is lacking in the action department, no sirree. To add some real depth, building have ensured that missions for both teams, comprised of four gun-toting individuals, range from standard assassinations and escort assignments to nighttime raids and daring rescue missions within enemy territory. To aid players in their tasks, both teams have access to a number of vital resources, all of which must be

Bullfrog have ensured that missions range from assassinations to daring rescue missions.



adequately managed in order to survive until the next life and death encounter. These include a Cryo storage facility (to store wounded team members), extra cybernetic enhancements, a R&D facility (essential for developing new technology) and access to a range of lethal weapons. Masterfulness of these resources costs energy of course and players are frequently required to juggle funds and even raid the city bank in order to maintain their resources or position. Whilst your operatives are hand-picked for their special abilities and mission-specific skills, even their mechanically augmented bodies and skills are often insufficient to stamp out the inventiveness of their opponents.

"The enemies now actually have tactics built in," says Mike. "If a whole load of agents were attacking you in the first one, they didn't know they were part of a group, they just individually attacked you, but now they're aware of each other and they'll try and form a plan together so often some of them will go see why round a building and some will go the other so that they think you and take you by surprise."

BOMB THE BASE

"I like the fact that you can destroy anything, like the whole world can be blown up," says ZZ3D, referring to the sheer mass destruction potential in *Syndicate Wars*. "There's a huge building, fine, there was a huge building, now it's big pile of rubble. Of course that can be a problem in missions where you have to capture someone," he adds, "Demolish a building and you're likely to flatten the hostage as well."

Players will find that their actions will always have a knock-on effect in the game as both property and civilians will undoubtedly suffer in the ensuing power struggles. The local Police force are on the lookout for suspicious individuals carrying well-armed weapons and will attempt to arrest or even



Players take on a series of missions ranging from assassinations to demolition jobs. *Syndicate Wars* could be the perfect blend of strategy and action.



COMING SOON



Using the Saturn's unique hardware, Building Zone managed to produce detailed 3D worlds complete with light mapping and shaded polygons. Pressing the L and R shoulder buttons, players can rotate each stage to select the optimum view.



Terminator 2: Judgment Day on the other hand will usually be unaware of what's happening around them, due to the effects of the implanted chip, and will often wander aimlessly into fireights only to be cut down in a hail of energy weapons. The cyber-punk and Blade Runner styles glorified in Syndicate Wars are evident with the dark, dimmed city streets also borrowing a few chosen elements from a certain time travelling cyborg tale.

"Yeah, I was probably most inspired by the kind of Terminator idea which is that those agents are almost invincible, so civilians are meaningless to them," notes Zwicki. "They don't care whether civilians live or die. Also the Terminator films are completely filled with violent weaponry and gunfights and we want you to be in a fire fight, and feel that sort of terror situation, obviously having fire in your face the terminators wouldn't make for great gameplay so you're kind of equally matched in that you're going up against other cyborgs." Other members of the development team were influenced by different things, like one of artists in late Manga and so was influenced by all sorts of Japanese anime interests. Towards the later levels there are a few Mechs in there. There's one that looks like a giant crab and there's another one which is like a Gundam robot, he sort of bounces round the map, he's got lots of hover jets that allow him to move round."

TOMORROW'S TECHNOLOGY TODAY?

As the first magazine to be granted an exclusive first play of the Saturn version of Syndicate Wars, we were impressed to see that the game's front end now boasts a stunning rendered sequence, perfectly setting the mood for the intense experience ahead, as well as some impressive rendered icons to enhance the game's various options. When gauged on the capabilities of the Saturn 2200, was full of praise for Sega's machine.

"The Saturn is a general purpose games machine, while the



The game's front end now boasts a stunning rendered sequence, perfectly setting the mood for the intense experience ahead.

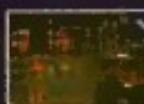
Saturn is a true 3D games machine. This is a 3D game, so the first thing we had to do was to figure out what can be done in the 3D part of the Saturn. That then tells me what I need to fit in the available space, then we figure out what can actually fit in the available space and then the initial stages of the Saturn conversion is basically get the engine up and running. This was difficult because the Saturn's only got 4 Megs of RAM and whereas Steve [the PSX convertor] has an 8 Meg development system, I don't. So he was able to get the code up and running quickly, while I've had to pull bits out because I can't get the whole thing to fit yet. It can be done but the saturn is pushed a bit, which is why I took the project on - I don't believe in doing easy projects."

THE END OF THE WORLD AS WE KNOW IT

Now that the Saturn has proved its worth, building one more link in the final development stages, tightening the gameplay and tweaking the visuals will take a few more months but with an impending May deadline, time is of the essence. Whether Syndicate Wars will repeat the success of the original game is not in doubt, the Saturn looks set to receive yet another classic title, as Syndicate Wars seems to effortlessly bridge the gap between both strategy and action games. SEGA SATURN MAGAZINE will bring you the futuristic fire-based results in a few issues' time!



Due to the Corporation's modelling, citizens have been reduced to mindless slaves, unaware of their surroundings or purpose in life.



These rendered screens are exclusive to the cassette version. Expect smooth FMV footage and CD vehicles.

SKY TARGET

After a recent trip to Sega HQ to test their latest wares, one of the biggest surprises (of which there were plenty) was the first playable Saturn version of Sega's Model 2 coin-op Sky Target. Want to know more? Read on...

GT	SEGA
PRIICE	TBA
STYLE	3D SHOOTING
RELEASE	JUNE / JULY

HUGE BOSSSES

Taking a lead out of *Parappa the Rapper*'s book, if such a thing existed, *Sky Target* has huge end-of-level bosses making your fighter plane look pretty puny in comparison. Destroying these is not an easy task and it's made worse by the fact that there's a time limit, adding a sense of urgency to your aerial antics. Seriously, these enormous giant bosses really are worth looking out for in *Sky Target*.



If you don't manage to blast the enemy planes with your missiles, try to take them out at close-range with your craft's on-board canon.

No doubt many of you will be wondering what *Sky Target* is, not that it takes much working out. It's an *Into-the-screen* aerial combat game in similar vein to the classic sprite-based *Afterburner* and was first revealed at the AMMA show in Japan at the back end of 1995 to a warm welcome. In keeping with Sega's tradition of converting their Model 2 coin-ops, a Saturn version seemed merely a formality. Or so we thought.

However, as has been the case with a fair few of Sega's coin-ops of late, notably *Marx TT* and also the *Sega Ages* games, the conversion work isn't actually being carried out by Sega themselves. It's being done instead by the brave responsible for the *Loco the Dolphin* games on the Megadrive. Only now 18 months after the release of the arcade game are we beginning to see the fruits of their labour.

Sky Target has you piloting a state-of-the-art fighter plane through enemy territory on a mission to destroy a stolen top secret prototype fighter. What this means in game terms is that you'll be using your machine gun, homing missiles and Vulcan bombs. It's that simple. There are various enemies for you to encounter which differ according to the level you are on. Though most of the time you'll be fending off hordes of enemy fighter planes, on some of the levels there's ground assault vehicles to destroy, enemy buildings and destroyer ships too. Destroying them is executed in a similar kind of way to *Afterburner*: using your lock-on sight to target them before letting rip with a couple of missiles and blowing them out of the skies. There's also a Vulcan Cannon too to use as backup.



Like *Afterburner*, the main weapons at your disposal are homing missiles and cannons.

Once you've defeated the entire fighter planes on each level, you then come face to face with the end-of-level boss which is usually a heavily armoured and well fortified plane of gigantic proportions. This part is made especially difficult by the small time limit you're allocated with which to defeat it.

As is the case with most games nowadays, you are given a choice of four different views from which to view the frantic action from. There's the full screen top of the nose cone view, the fly by the seat of your pants cockpit view, the standard chase view and a slightly further back view. You also have a choice of four different fighter planes to pilot each of which differ in terms of manoeuvrability. There's the F-14 Tomcat featured in *Afterburner* and the *Tomb Raider* film of which it was a shareable craft in, the F-16 stunter fighter plane and the French strategic fighter Rafale M. Quite why they didn't call it

Yet another top notch Sega arcade game hits the Saturn! *Sky Target* is looking cool with super-smooth 3D update!



Here's a good example of one of the pernicious end-of-level bosses. Typically you need to knock the hell out of key points on the super structures before the time runs out.



SCORE 00040000

HIT 020

HIT 003

HIT 051



Aim for the engine! Don't try! Akabakabakabaka!



3D graphics mean lovely panoramic viewpoints.

Sega's classic Afterburner gets the Nineties treatment in Sky Target! Classic gameplay benefits from awesome 3D visuals!

the F-15 is beyond me. Although Sky Target expanded upon the original premise of Afterburner and utilized the awesome power of the Model 3 board, for some reason it was nowhere near as popular. This probably explains the large delay between the arcade release and the Saturn version and why Sega aren't doing the conversion themselves.

But what about the Saturn version? Well, although at a very early stage in development with only a couple of levels playable it looks very promising indeed. Obviously the resolution is fewer than the arcade original as is the frame rate, but it all appears to run very smoothly at the moment with no noticeable slowdown even when the screen is full of enemy bogies (I think that's the phrase). However the action was a bit retarded on the early version we played and not the in your face, adrenaline pumping action that we'd like. But like I said, it

is still very early in development. Of the four fighter planes that were in the arcade game only one of them has been programmed in and handles quite well with the others being present on the select screen. Likewise only the chase view is available at the moment, but rest assured that the other three will make their way into the final version.

Sky Target appears to be on schedule for a summer release, with the main problem that the programmers are facing right now being how to make a rather shallow arcade experience into a lasting console game. Obviously this will arise through Saturn specific features, such as the Ranking Mode. The smart money however will be on extra planes, different weapons and maybe extra levels. Who knows? One thing's for sure is that we're going to be following how Sky Target progresses very closely over the coming months until its release.



The solar stage pits you against destroyers.



As you fly across the stages you can expect to see various ground-to-air missiles and missile sites. By the way, the right steering on your aircraft looks cool!



Ranking Mode is designed to boost beatability.

MORE F-ING PLANES

Improving on the original Afterburner formula there are four different fighter planes for you to choose from. Each of them handle quite differently, though only one of them is playable at this early stage in development. That's the F-14 Tomcat, the F-15, the F-16 fighter and the Rafale M.



"Look on baby! I'm getting a hand-on!" On Screen Film again!

INDEPENDENCE DAY

Be warned, aliens are about to invade Saturn! Yes, the question of whether or not we're alone in the universe may about to be answered. Fox Interactive and Electronic Arts prepare to unleash the game of the video of the decade...

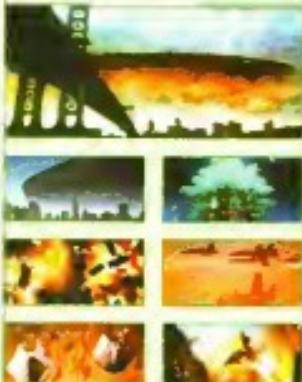
DEVELOPER	FOX INTERACTIVE
PRICE	TBA
STYLE	SHOOT 'EM UP
RELEASE	MARCH



Despite a few graphical glitches, the visuals in Independence Day are really a lot better than this.

CINEFANTASTIQUE

As Fox Interactive have access to the original source material the console versions of *Independence Day* will feature a healthy chunk of digitized movie footage. The intro itself seems to last forever and there are strategically placed clips between each stage. Of course the Saturn's video playback capabilities are hardly legendary but ID4's reduced window should result in some high quality FMV.



Unoubtedly the most commercially successful film of '96, *Independence Day* has been hailed by many as being bigger than *Star Wars*. Yeah, right. ID4's breath-taking special effects may have helped make it a must-see summer movie but one-dimensional characters and a slow-blo plot are hardly likely to usurp George Lucas's epic space trilogy from its number one spot. Still, for sheer entertainment value, this everyday tale of 'Us vs Them' can't be beaten. Whether it's the nail-biting terror of watching extraterrestrial invaders turn our cities into rubble or the adrenaline-pumping excitement as we "whup ET's ass" *Independence Day* would seem to have it all. As with any megabucks movie licence it was inevitable there would be a console game based on the film's more action-packed scenes. After the success of both *Alien Trilogy* and *Dice Hard Trilogy* it should come as no surprise then to learn that Fox Interactive are busy putting the finishing touches to the Saturn version of *Independence Day*.

Scheduled for release on March 25, both the Saturn and PlayStation versions of ID4 were originally to arrive to coincide with the movie's home-video launch. However, extra development time has been taken to ensure that the finished product is worthy of such a high profile license. With a film that has grossed over \$100 million worldwide both Twentieth Century Fox and distributor Electronic Arts are obviously keen to maintain the quality of ID4 regardless of format.

Although it's never revealed in the game, it would seem players take on the Will Smith role as a hotshot US Airforce pilot who's on stopping the alien invasion once and for all. Although the game contains



12 challenging levels, the basic scenario remains much the same as your mission involves flying a variety of aircraft (both man-made and extraterrestrial) into enemy held territory. Players are required to guide their craft over a scrolling 3D landscape using seat-of-the-pants flying to survive laser blizzards, alien attackers and take-out shield generators located on the hull of the mile wide mothership hovering overhead. These devices are usually well protected by armoured gun emplacements and as such may require multiple hits.

Before the mothership is disabled, if players fail to take out the target within a set time limit, the alien craft releases a lethal energy beam, decimating the surrounding area and twisting the locals. Obstacles are provided by way of 3D scenery such as buildings and rock formations, and players will often find themselves successfully dodging a pursuing fire only to smash into a well-placed canyon wall. Each craft is equipped with such state-of-the-art weaponry as chainguns and heat-seeking missiles although supplies are limited so keep an eye peeled for icons scat-



Cash-in alert! *Independence Day* lands on Sega Saturn!

It's a pseudo-flight sim blaster with actual footage from the film!



These true sparks at the top are the shields around the main flying houses. Take out these shield generator turrets.

Speaking of which, here is one of the aforementioned terrains. Mind? KMP (Editor)?



Based on scenes from the movie this game gives you the opportunity to fly plenty of aircraft including the crashed alien saucer!

Tucked throughout each level, standard instrumentation includes a radar, altimeter and weapons menu whilst your fighter is also equipped with a missile lock detection system and personal force shield. Completion of later stages allows access to improved aircraft such as the shapely form of a high-tech stealth fighter and, ultimately, an alien saucer craft. During missions players can select a variety of viewpoints, including the obligatory in-cockpit option as well as external views from behind, from your wingspan and

even from missiles when launched.

In one-player mode, ID4 may resemble a latter-day *Afterburner* but the game's two-player head-to-head option adds a whole new element to what may appear to be a straightforward shoot-'em-up. Utilising a split-screen approach, players select one of ten aircraft and attempt to defeat each other in aerial dogfights with the loser facing an untimely demise at the hands of a superior pilot.

Although still unrefined at the time of this writing, ID4 seems to have enough action and multi-player mayhem to live up to the film's licence justice even if some liberties have been taken with the plot. Saturn owners can expect a full review next issue and if you're interested in winning a copy of *Independence Day* on video turn to the news section now as we've got five copies up for grabs!



Here you see no defence detail, which still involves plenty of alien blasting.



ID4 appears to work with the NetLink. There's broadband as well.



Unlike the alien pursuit ship in the movie, the flying saucers in the game have no shields, making 'em easy to take out.



Roasting the edge of the play-field here



DE PLANE BOSS, DE PLANE!

Initially players are only granted access to one standard aircraft, an F-16. Successive completion of each stage adds more vehicles to your roster. Complete the game and you can then tackle any stage whilst flying any craft. Each fighter has various capabilities such as the ability to carry a heavier payload or enhanced manoeuvrability.



CRYPT KILLER

Who says there's too much violence in videogames? Well it's certainly not Konami, as they're about to release their violent arcade shoot 'em up Crypt Killer.

BY	KONAMI
PRICE	TBA
STYLE	SHOOTING GAME
RELEASE	TBA



Crypt Killer may be arcade perfect, but the arcade can't perfect take a look at the screenshot and you'll see how plaffed it is.



(Left) The six different levels are available from the very beginning. (Right) You never know who or what appears.

TWO CAN PLAY THIS GAME

As far as the coop op, Crypt Killer has a simultaneous two-player mode which is good fun if you have two guns but it's a bit crap if one player is using a pad. The screen does get rather confusing at times though when there's two guns blasting away at once but it does make completing the game slightly easier. Recommended for one of those after closing time drunken videogame sessions.



It was almost a year that those who forked out for the Virtua Cop and gun package had to wait for any software support for the accessory. Although Cop was an excellent game with a lot of replay value, like most future owners I planned for a new shooting game with which I could use my pale blue pixels. Then out of nowhere, several of them came along at the same time, amongst them the amazing Virtua Cop 2. This seems set to continue this year with more gun fiddling games in the pipeline. However the problem with these games as in the arcades, is that with the exception of the Sega (devils, most of them are esp. I wouldn't waste your

time in the arcade, never mind handing over forty quid for a Saturn version. Well Konami are hoping to reverse this trend with their latest release, a conversion of the arcade shoot 'em up Crypt Killer.

To be honest, most first-person perspective shoot 'em ups don't differ all that much and Crypt Killer is no exception. Sticking to the tried and tested gameplay of the many before it you simply blast everything that enters your field of vision. Shallow maybe, but fun nevertheless. To this effect you are fully armed with a handgun and six shells, which when depleted can be replaced by shooting outside the screen (where have we seen that before?). In addition you can carry several bombs which when used have the effect of clearing the screen off all the enemies. Power ups can be also found along the way too, which when collected equate you with a different weapon which you retain



When you are hit by one of the hideous creatures that inhabit each of the levels, a red blob spawns on the screen to let you know. If you get the many red blobs, you die.



There is a wide variety of gory creatures for you to dispose of including blood sucking bats, scary skeletons and crocs.



These names sure look good don't they? Well, er, um





It's amazing what kind of creatures Konami obviously think should crypto, like this fat demon (above).



I'm sure I've seen three or four episodes of Dr. Who.



Blood and gore fly everywhere as you mindlessly slaughter a bunch of zombies. Your parents are going to love this game.



See Max from a distance and these tall freaks split their pants.



I've no idea what the hell this creature is, so kill it anyway.



Max looks round every corner, like these particularly smug things that fire blue things at you.

Sticking to the tried and tested gameplay of the many before it, you simply blast everything that enters your field of vision.

until you get gunned down like a striking pig. Some power-ups contain extra lives too, which are essential for completing the game. However it's not gung-ho you're heading off on this occasion, but hoards of gory mutants attempting to zap your level of life to hell. Or something like that. There are shed loads of skeletons hurling ribs at you, a gargantuan amount of ganguytes, decomposing zombies, the seven headed Hydas, the miasma of the Neekis and the snake ridden Medusa.

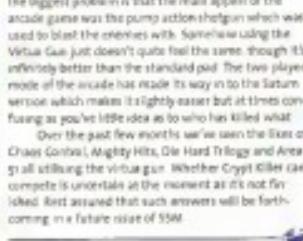
There are six slate and nine worlds for you to wander around inhabited by the undead and with a large boss character at the end waiting to thwart your progress through to the next level. Each of these levels are selectable at the very beginning allowing you to complete them in any order you want. In similar fashion to VCA, Konami have sought to avoid the linear gameplay of most first person shoot 'em ups by instead providing multiple routes into the gameplay. This means there are loads of different ways to complete the game adding to the games lability somewhat,



though most of the time you progress through a pre-determined route.

Whether Crypt Killer can repeat the success of the arcade version remains to be seen. Although arcade perfect in the graphics stakes, the sprite-based enemies look very pixelated and ugly up-close. But possibly the biggest problem is that the main appeal of the arcade game was the pump action shotgun which was used to blast the enemies with. Somehow using the Virtua Gun just doesn't quite feel the same, though it's infinitely better than the standard pad. The two player mode of the arcade has made its way in to the Saturn version which makes it slightly easier but at times confusing as to who's little idea as to who has killed what.

Over the past few months we've seen the likes of Chaot Control, Mighty Max, Die Hard Trilogy and Area 51 all utilising the virtuagun. Whether Crypt Killer can compete is uncertain at the moment as it's not finished. Rest assured that such answers will be forthcoming in a future issue of SSM.



Another amorphous and skeletal in a man-eat-a-skeleton



PREVIEW

RETURN FIRE

Over the last few days we've been working up a sweat by having some furious tanking sessions in the SSM office with the unexpected arrival of this month's second tank related game *Return Fire*. Prepare yourself for battle.

BY	TBA
PIECE	TBA
STYLE	SHOOTING
RELEASE	TBA



Destroy the tower and retrieve the flag to win the game.



RACE TO THE FLAG

Return Fire is regarded by many, myself included as one of the greatest two-player games ever. It's sort of a race to find the opponents flag before he finds yours. This gives rise to some awesome head-to-head battles and cheeky tactics.



Return Fire is the sequel to the classic Amiga game *Firepower and fist* appeared on the 3DO some time ago. In fact, it could be argued it was one of the few games actually worth purchasing on the ill-fated console. It was also released on the PlayStation last year to a warm response and now the inevitable Saturn conversion is near to completion.

The basic idea of *Return Fire* is simple enough: infiltrate the enemy base and capture their flag, causing as much death and destruction as you can along the way. Simple? Well, er, no, not quite. You see each enemy base is heavily fortified with various gun turrets and enmy soldiers which makes busting through a difficult task indeed. Once in you have to locate the flag which is concealed in one of the enemy towers. Then finally you need to retrieve the flag and take it back to your underground bunker without being blown to pieces. Believe me, it's not as easy as it sounds.



The enemy bases are very well protected indeed.



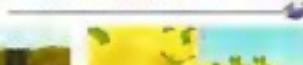
The vehicle select screen shows you your underground bunker and range of vehicles



There are four vehicles at your disposal each of which are interchangeable during the course of the game. The key to success is selecting the right vehicle for the right task. So for example you could use the tank to blast through the enemy defences before changing to the jeep to retrieve the flag as it's the only vehicle that can carry it.

Possibly the best feature of *Return Fire* though is the superb two-player mode which retains the same flag capturing gameplay of the single player mode. However you soon become preoccupied with attempting to thwart your opponent's efforts whilst racing to get his flag back to your base first. This gives way to all sorts of cheap tactics, such as hiding your flag way out of range your opponent can't get it or laying mines all around your opponents base. The result is also excellent. I never thought I'd ever find myself saying that classical music is cool, but in this instance it is. The various classical tunes add immensely to the tension and atmosphere and fit perfectly with the style of game.

As for the Saturn version, well obviously the transparency effects are missing but this makes no difference to the gameplay. However in the unfinished version we have the frame rate is quite sluggish especially in two-player mode and nowhere near the standards set by *Mars Destruction*. Hopefully this will change in time for the review next month, so we'll be keeping our fingers crossed with that.



The two-player action is excellent and takes the form of a vertical split screen. You'll

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Virtua Writer

Every month we like to change, or improve, something about SEGA SATURN MAGAZINE. Since virtually the entire mag has changed since Rich took over, it's about time we turned our collective gaze to the Letters page (which hasn't). So here we have it with the all-new Virtua Writer page! Let's have some entertaining debate right here by sending in your missives to: VIRTUA WRITER, SEGA SATURN MAGAZINE, 17-39 Millharbour, Isle of Dogs, London, E14 9TY. The most thought-provoking or entertaining missive gets a super limited edition Virtua Fighter 3 book not available in Europe!

ELECTRONICS BOUTIQUE: THE GOOD, THE BAD AND THE UGLY

Dear SSM

I've just read the letters concerning stores such as HMV, Comet and Game etc., persuading people to buy PlayStations instead of Saturns. I also experienced this in my local HMV in Bromley. When I went in to buy a Saturn VRS and Sega Rally (only because you get a free psd) I asked the assistant a few questions about the Saturn. He then started going on about how Wipeout was better than VRS and Ridge Racer was better than Sega Rally. I promptly laughed and left the store. As I was walking down the high street I decided to go into Electronics Boutique and asked the same questions to the assistant as I did at HMV. One of them had a Playstation and said the main reason he got it was because of better graphics and major game releases a few weeks earlier. The other assistant who owned a Saturn told me how fantastic Sega Rally and VRS were (and let me try) and told me about future releases such as Wipeout Loaded (which I own and love) and Daytona GCE which they gave me a free copy of SSM and BMWS which I still have now. Overall I recommend it as the store to buy Saturns and games from as they are unbiased, honest and helpful.

Thomas Rees, Merton

This may be so in your case Thomas, but I could show a sack full of letters to the contrary. Like this one... LBB

Dear SSM

I'm an old Saturn fan and think your magazine is the best in the world. I have two points to make. Firstly I'm fed up with people slagging off the Saturn. I bought my Saturn in November because I couldn't wait till Christmas so I went shopping to buy a Saturn game. When I went into Electronics Boutique I couldn't believe my eyes. There was two little shelves in the corner which had Saturn games and the rest of the shop was PS and PlayStation games. The Saturn games they had were old ones which came out with the Saturn in 1995. To top it off the Makers at the counter were telling people that the Saturn had no good games and so they should get the PlayStation. So they're saying that Nights, V.R. Fighters, Mega Man, Mario 64, Super Mario, Daytona GCE and Sonic 3D are crap! I don't think so. My second point is I think you should bring out more demos discs so people can play the Saturn's great games.

Paul Joddy, Coshfield

And so the controversy rages on, at some length. To address your first point Paul, the thing that really annoys me is that these people are allowed to vote. Get help to come May

time. Maybe you should get together with Thoms and have a fight about it. As for your second point, we're working on it at this very moment. LBB

RICH IS FIT SHOCKER

Dear SSM

I got a couple of things I want to get off my chest. On December the 1st day I was looking at the Saturn games with my friend Kazuomi when I saw a couple looking around at computers. Anyway a woman

BOOK WINNER

SONIC DOOM!

Dear SSM

After reading two letters in issue 16 and 17B my brain started ticking over with ideas for a new game. After many hours of non-stop thinking it suddenly hit me, why create new characters and plot when the best ones are staring us in the face. Here is my game. It's called "Sonic Doom". It takes everyone's favourite blue hedgehog and puts him in Mobius' hell with a shotgun. Like Queen you can blow your enemies away in a pile of blood only this time the bad guys are cute little bunnies, squirrels and pigeons with machine guns. You can blow their heads off and watch their cute little guts spew out all over the floor.

On the other levels you have to leg it after Dr Robotnik down a corridor and shoot him up his fat ass with a BIG gun. Wouldn't it be great if after all this time Sonic gets to participate in some mindless violence. You could even throw in a few planks.

Matt Howell, Rugby

I grew weary of the endless references to planes that plague our letters page. LBB



a student came up to them and said 'can I help you?' They said they were looking for a console and you'll never guess what they recommended, the Saturn, yes I couldn't believe it. She said that the Saturn had the most varied and strong line up and listed Virtua Fighter 3, X-Men vs Street Fighter, Sonic Heroes and Quake.

One thing that gets me though is there stupid gitsbers who fancy women game characters. Look logs, calm down, they're only fictitious characters. I mean I think Ham from Guardian Heroes is a hunk but he's not real so I don't go writing into Sega magz telling them that I do. Oh and Daytona GCE wasn't that bad. Oh and print my letter this time.

Laura Barnes, Chesterfield

PS I think Rich is RTT [Although I haven't seen his body so if he could appear naked perhaps?]

What a preposterous idea to have Rich butt naked in our highly respected magazine. He would never under any circumstances lower his standards to such demeaning and degrading levels, not for any amount of money. But I've got some Polaroids if you want them. LBB

Ah I see... and just what exactly do you use them for, Lee? RICH

ON GOD, NOT DIGITISER AGAIN

Dear SSM

I was flicking through the Telebeat pages the other day and found a computer games section [Digitiser]. After reading a few pages I made a shocking discovery. Stuart Campbell (one of the wittiest) referred to the wonderful black box that is the Saturn as "Horrible Sega's abominable Saturn". He also said that Worldwide Soccer '95 was "ridiculously over rated".

However he did not just say that, oh no. He then started talking about PlayStation games. "The zoning h", "the brutal Tekken 2", "the bushy Da Hush Trilogy" don't get me wrong, these are all pretty good games and I have played them loads. But how about "The dreamy NIGHTS", or "the alternate fighters MegaManX" eh? He said nothing about these games and they're ten times better than anything the PS could do.

Anyway I have vowed never to read Digitiser again, ha ha! Oh, by the way, can anyone out there get a credit to work on *Guardian Heroes*?

Laurie Harrold, Brighton

And so the Digitiser backlash begins. The letters have been piling in on this topic, some suggesting Digitiser should be renamed to "The Unofficial PlayStation Magazine". Just bear in mind the old adage, "you get what you pay for". LBB

As Clint Eastwood said in the lamentable *Dead Pool* movie, "opinions are like assholes. Everyone's got one". But the distinction between opinion and informed opinion is made clear by Mr Campbell's various comments. RICH

VIRTUA FIGHTER 3 ON PLAYSTATION? IT CAN'T, RIGHT?

Dear SSM,

I was really looking forward to this year what with games like Virtua Fighter 3, Fighters Megamix, Die Hard Arcade, Metal Gear Solid Super Heroes and X-Men vs Street Fighter. I really thought that this year the Saturn would be king of the consoles and at last get the respect that it truly deserves. But I've just read something which is a bit disturbing. I first saw it on Digitiser but then we all know what they're like so I didn't pay much notice until a few days later when I saw it in a magazine. It said that the PlayStation now out sold the Saturn in Japan and since Japan was the only place where the Saturn ruled in no uncertain terms that it was in serious trouble. It said that because Sega had lost millions and millions of dollars in Japan due to the Saturn that this year would be the last for the Saturn.

It said that instead of releasing a new console

PlayStation it wouldn't surprise me because they've had some big games out recently which inevitably sells more machines. But when Sega's next big wave of arcade games come out it will doubtless end up back in the Saturn's favour. That's the nature of the industry. The suggestion that the PlayStation could handle VF3 is牛糞. Compared to VF3, VF3 has over one million polygons while VF2 has around eight and millions of polygons it would be an impossibility. Not that Sega would even try. RICH

With the hi-res, multiple pinfields and such and such, VF3 on Saturn would be impossible to replicate on PlayStation. So as far as VF3 appearing on PlayStation... well whatever wrote that is clearly suffering a severe lack of journalistic competence. RICH

REDDID WITH DAMN PLAYSTATIONS

Dear SSM,

I am writing to you about your response to Virtua On. I have played it and think it's rubbish. The best part about it is the graphics. It moves too quickly and you can't see what you're doing. Why the hell did it



With its lovely art from VF3, prove PlayStation's Ross.

It would just make games for the other consoles like the Nintendo 64 and the PlayStation. In fact it said that you shouldn't be surprised if a Virtua Fighter game came out on the PlayStation later this year! It even said that it could be VF3 because the PlayStation could handle a first rate conversion without paying out for a 60-cartridge like you'd have to for the Saturn.

So come on and tell the truth. What the hell is going on? This year Sega's seen as one of the above just a pack of lies spread by Sega's scared contractors. We must know.

Peter Knight, Dover

I wrote it by any chance a PlayStation magazine you read this in was it? Not having the sales figures at hand I couldn't say which console is selling more in Japan. But if it is the



Virtua On... descended on mobile by people who aren't able to understand it. Ross.

get a 99% rating. I just needed to get that off my chest. I would like to add why the hell don't Sega pull their fingers out and get some adverts going. I say this because the area which I live in is flooded with damn Playstations and they will not let me talk about the Saturn. They think Ridge Racer Evolution is better than Sega Rally. Are I the stupid?

Jonathan Marshall, Borehamwood

Virtua On can initially appear as being a very shallow game. It's only when you realize that using the button button in conjunction with your various weapons producing many different effects, which in turn leads to many new strategies. Which I thought I'd explained earlier. The game is awesome and moves into catastrophic territories of excellence when you play it in two-player mode. Hence me marking it up to 99% the following issue. RICH

Virtua On deserved every percent of its score as I think most Saturn owners will testify. I suggest you go back and play it once more and don't bother us again. And yes they are very stupid indeed. LBB

BRIEFLY...

Dear SSM,

I think you should have more stories. As well as your fantastic mag I also buy CVG and they also used to encourage people to buy more games. I bought the last issue with Flash 3 and I have only considered buying *Yoshi's Island* after playing the demo.

Philip O'Reilly

We will produce a cover-mounted demo CD whenever we can get hold of a quality demo. If that simple. Better we stick to our awesome quality than produce one game demo of old. RICH

Dear SSM,

In *Sega Power* they list the four reviews PlayStation versions of games claiming they are Saturn versions. I adore your mag and thank you better set the record straight. In my opinion *Sega Power* are misleading. Sub-step. Dan of Stockport, West Midlands

At risk of turning this into a veritable iron-fight of a debate, I think this is referring to a review of Olympic Games which never came out on Saturn but was reviewed in SSM before I took over as editor. Those intensive losses explained Sega Power's error to them - we did review the Saturn version (although one or two multi-player aspects were missing) but those just didn't release it, hence the misidentification. It's as simple as that. We would never review PS code - that would be about as honest as printing PS shots of Resident Evil sourced from a fan mag and saying they're Saturn ones. Dab! RICH

Dear SSM,

So the PlayStation's better placed to convert arcade games isn't it? Convert which arcade games exactly? The only ones PlayStation gets are Namco pre-trend. Come on, everyone knows that Sega coop and Mame copy *Double Team*, *Gradius*, *Homunculus* game codes to be converted to PlayStation, but how can't the Saturn owners actually have two of the best game codes ever. One last question: do the fighting types stand a chance in *Fighters Megamix* against the weird fighters with all their new moves?

William Coxley, Surrey

Namco obviously innovate (see *Astro*, *Alone*, *Baro*), but generally your statement holds. As for the *Vipers*... in VF3 they get copied. In FF3 though, their power makes up for a lack of technique. But if any Viper thinks he can take down Akira, he's got another thing coming. RICH

Dear SSM,

You asked what we thought of Daytona CCR. Personally I see Bowditch (issue #6) is falling out of his bottom [He then takes Lee in pearl by pearl] and says Daytona CCR is good. RICH. Overall just it at Daytona keep god of the Daytona car it's as fast as ever play Autocar and prepare for a race and a thrill to the finish line. girls. Now where have I seen that before? Does it worry boys you were right. T J Bennett, Redditch

In many ways, Daytona CCR was cheaply produced, but compared to the majority of Saturn games, it's clearly of a good quality. That *Mario Kart* finally gets legs back on track, if you will excuse the pun. RICH

Q&A

A TEENAGE GIRL WRITES...

Dear Q+A,

Hello greatest Saturn mag on the face of the Earth! I have a lot of questions about games because I'm a really irritated female Saturn fan. It's the boys who know most about the gaming world so please answer these. MMX and CIV are too damn difficult to print a teenage girl's queries so I'm writing to you instead (so here if you don't just as kind as them).

1. What is that MMX you keep saying? What is it stand for?

2. Has Yu Suzuki said anything about the VHS clip?

3. If Light V3 will be the 6th addition, is worth getting? Why? Does it have extra something?

4. Will the 8 CD's be on sale in the shops? Please say yes! Please oh please oh please!

5. Because I haven't got Sega's address I'll have to ask you guys this. Why didn't Sega make Streets of Rage 3 instead of the Hard Arcade? I feel there be a future release? After selling my Megadrive I miss playing them.

6. Will there be a Youth Racer 2?

7. Why don't you let readers send you some artwork you could print. After all you are the dominant Sega Mag. Let's make the PlayStation with some art!

8. Why do you send me some emails referring to Q+A? Get a message!

9. Is it true that the Saturn can play audio CD's? And what would happen if I put a Saturn CD into an 8 CD player?

Maria da Villegas, Cardiff.

Never let it be said that SEGA lets down the teenage girls in its beloved collective readership! MMX stands for Full-motion video. Basically it's the movie-style bits as opposed to the gameplay bits. A Sega 3D's 8 CD's with some extras, but had VHS is the better game. 4. No, it didn't cost \$5. There may well be a Saturn version of Rage game before the CD is out though again there might not be). 6. Yes and it should be out late October. 7. Why I'm not stopping any one. 8. I'm not bored at all. In fact, I think this task is exciting I think I'm going to have to shout myself! 9. Just put the CD in and it will play! As for playing Saturn CDs on your PC, you'll just hear the CD tunes.

DESTRUCTION DERBY FETISHIST

Dear SSM,

This is the fourth letter I have written to your mag and you've not printed any (so please print this one).

I bought Destruction Derby about a week ago and I look at the PC version the buildings don't just pop there dog on the City Hall stage and it's full colour. Why is this different on the Saturn version?

2. In your review you only mentioned five tracks. But when you move up a division the charge changes. Don't you think this adds more flexibility to the overall game? Give up!

3. Is DDo coming out on the Saturn in the near future because DDo is cool.

The monthly excursion into Q+A territory has come around once again, so it's time for the greatest criminal mind on the planet (with assists from Sega's Mark Maslowicz) to use the smallest portion of his vast, inventive genius to look at your letters and answer some of them. Oh by the way, please don't start your letters with "I've written ten times and you've never printed a letter". The reason your letters haven't been printed is because they are boring and if you can't get it right in ten attempts, it's just not worth the bother! Write to Q+A, SEGA SATURN MAGAZINE, 37-39 Millarbeur, London E14 9TX.

4. Are any of the Namco games like Ridge Racer or Tekken coming out?

5. I was in HMV Smith and saw an advert for Metal Gear. Spent £10 in one of the mags and it was said that it was coming out on PlayStation only is it coming out on Saturn?

6. When is the link-up castle coming out because it would be great to use it on an 8 CD or Dream. Is it worth getting from Japan and will it work?

Ashley Nurse, Nottingham.

1. It's down to effort or lack of it on behalf of the programmers, I know. That still doesn't excuse the poor quality of the game itself. 3. DDo is a possibility. 4. No, it's not likely. Anyway, Sega have games to better those in nearly every genre. 5. Where have you been, man! It's been out for months. 6. DDo doesn't use it any way. Isn't no? It's not worth getting until more games use it.

CHRIS PROFFITT

Dear SSM,

1. Which game should I buy next? Tomb Raider Fighting Vipers or should I wait until a decent new game comes out?

2. When are Fighters Megadrive and V3 coming out? And which will be the better of the two games?

3. Are there going to be any sequels to Tomb Raider, Sega Rally and SVAVS? If so, when are they coming out?

4. Which is the best racing game for the Saturn?

5. Is Wario Ware coming out for the Saturn and if it is, is it worth buying?

Chris Proffitt, Works on Trout.



Virtua Fighter 2 and Virtua Fighter 3 are two eagerly awaited Sega Saturn releases. Wooo.

1. Get Tomb Raider 2 if you're a Megadrive fan and V3 and VF3 of the year. Why will probably be better by virtue of it being a later release from programmers who've learned still more coding techniques. 2. Tomb Raider yes, Rally undecided, SVAVS yes. 3. Sega Rally Championship, although Virtua Fighter 3 is looking good. 4. We'll see, but we know as to when just yet.

NOTHING HAS BEEN PRINTED

Dear SSM,

I have read into magazines before and nothing has been printed. I would be so happy if you print this letter that I will go out and buy Doctor Who! I explain it go that far.

1. I am thinking of getting Tomb Raider for my birthday this. I got the option to go into Lara's house in it!

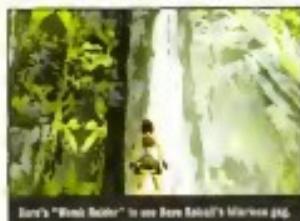
2. I have seen information for Egg in Disney's Aladdin and I own Alien Trilogy.

3. Do you like my games collection? I have Sega Rally, Virtua Fighter, Alien Trilogy, Daytona USA and Victory Gear.

4. Should I get Fighters Megadrive in round 1 already have VF3?

5. What is the panel making Doom link up? The link up cable won't even be out in Europe?

James Morris, Swindon.



1. Get Tomb Raider. Lara's house is indeed in it but that shouldn't really affect your purchasing decisions. I recommend Egg in a baggin - Aladdin doesn't compare. 3. What kind of game this is? If you must know, I thank you should get rid of Alien Trilogy and Victory Gear and get MEGADRIVE and SVAVS as immediately. 4. If you like Fighting games, yes. 5. If more games come out that use the link up cable, I'd say yes it will appear.

NIGHTS IS FRESH AND AMAZING!

Dear SSM, I have just bought 8 CD's and you let wrote it as friggin amazing. However I have a few queries as to you think you're the master, see if you can answer them.

1. I have heard some mates at school who say there is a bug in one for NIGHTS. Is this true and if so what is it? Also in the game there is something to do with A Life. I have looked in the manual and it says bigger all about it. Tell me before I go and hang myself or delete myself in dogs' piss.

2. Something, whereabouts

1. I might work on foreign versions of that game, but there's no failing mode for the US version. It was in pre-production versions of the game. 2. A life concerns all the little options that occupy the levels. They consist and evolve the more you play it, and you can play a pivotal role in that evolution.

Take it to the

The Easter selling season is almost upon us, with gullible all of their eggs. At least the one major title should appear. So, no Fighters MegaMix until May, then. Instead racing fans will have to turn to the arcade to fill their void with the new Moto TT Superbike. RICH LEADBETTER dons his riding leathers...



The industry has proved that it is hard to improve, indeed when it comes to the racing genre. But what's new in your store this month? "just two go," says Eric Brink, "but I'm actually experiencing interest from more people. My first 100,000 titles received the benchmark by which old racing games are judged."

In the mean time, the 30th year behind the Rally game followed it up with Moto TT Superbike, a motorcycle racing member based on one of the most famous racing challenges in the world: the Isle of Man Tourist Trophy. Although not a huge hit in the same league as

the 200 titles yet, they all in the game is a racing software, a driver-controlled like a real-life motorcycle. Moto TT Superbike won't make it into the January

However, now that the game is coming out in January 2002, beneath the family cabinet has a fluorescing game in a stellar league to Rally!

Moto TT Superbike is reviewed on page 60.

SHOWCASE

Manx!



SHOWCASE



Pulling through the right side of this corner, the driver can pass the two cars and then switch to a more efficient line.



When you drop into Zinger - try to hit the apex, power as fast as you can.



Approaching the junction for Zinger, switch to a more efficient line.



Get into Zinger and make a quick turn before the first sharp corner.



A sharp turn here will give the driver an opportunity to hit the apex.



After this corner, take your time to approach the next one.



The final place before the start of the straight stretch of the track.



The last one of the five "quiet" segments related to the smoothness of this road.



The middle part (black rectangle) is the smoothest, but enough for the driver to pass the two cars.



Get into Zinger with a slight turn and then pass the two cars.



The starting section of this road, coupled with the smoothness, makes it pretty easy to take.

LAXEY COAST

In the annual million of Manx TT lap times, the Laxey Course was definitely the highlight - we bet you've seen the greatights or fastest entries. The road is wide and corners are not too difficult to take. This time here we'll get you road-ready with the why this works and give you some ideas of how best to take corners well. The approach, turn-in, braking, cornering, exit and straight-line speed are all crucial for beginners, although there are still a few twists with the joggles, the irregularities of an motorcycle in both wet weather conditions and perfecting your racing lines.



The first corner is simple to negotiate, leaning into an S-bend.



The key here is to stay as straight as possible on the lead run-in line.



Based from a short turn, you have no plenty of speed for the upcoming bend.



You can build up plenty of speed on the first straight and the first corner is easy.



The corner angle. We'll focus on speed when we take the turn.



Two turns at the 1000 in the grid - an easy corner will be behind the starting line.



The steep gradient of the hill before the straight, which can affect speed.

HERE COMES THE MIRROR MAN

What is mirror mode? Where does it come from and what does it want? Basically, it was invented by Sega of Japan's CS Team under the command of one Katsushi Hasegawa who went on to do Kelly and Daytona USA when Megadrive Virtua Racing was created. Mirror mode was a bonus for those who had completed the basic game and was designed to boost durability - all left turns became right ones and so on. Nacon decided on a different method when installing some replay value into the last-mile-supported PlayStation Ridge Racer; you drive the car the wrong way around the circuit!

With Manx TT, the programmers have incorporated both aspects into one big mess. The turns have been flipped AND you go around the course the wrong way. Additionally, the course has been twisted so the warning arrows on the corner point the right way, so it looks kind of like a whole new course.

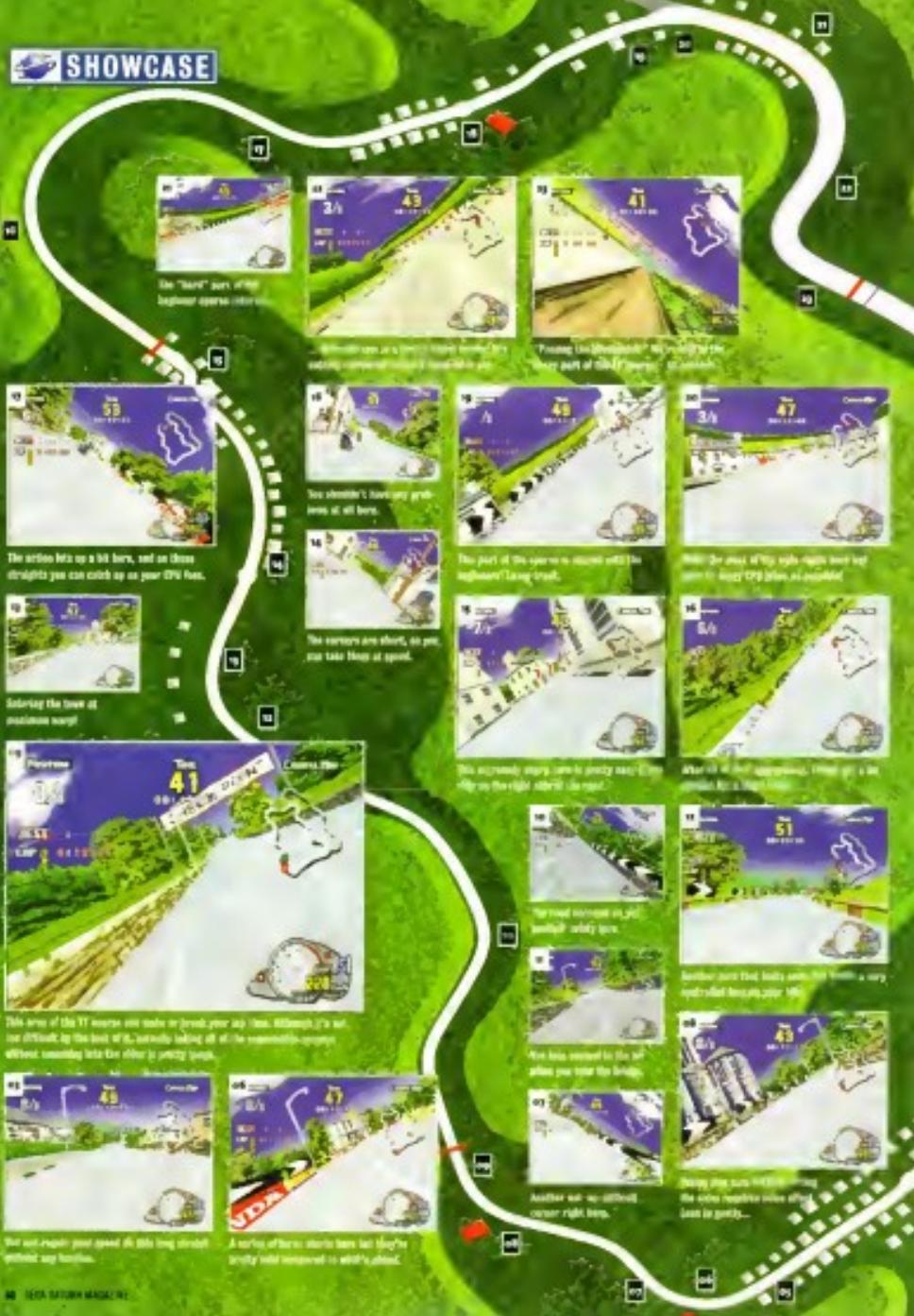
With the Laxey Coast, you also get the somewhat bizarre benefit of employing an all-new sunset background (so yes you get an odd flash of light coming out of the tunnel now), but otherwise it's business as usual. The current remains interesting and this is undoubtedly warp bike racing at its best.

The thing to note is that if you're finding this course easy, no use the CPU opponents, who take the corners on the exact racing line and seem to have better top speeds at these areas too. The only way to succeed and clinch first place is to get the best advantage from the straight and do your best on the corners. Manual gear help.



For the Laxey Coast, Nacon's Mirror mode offers much the same experience, as the mirror has few trackside corners.

 SHOWCASE



TT COURSE

There are 12 laps in the TT course, each consisting of a different part of the circuit. The first lap starts at the beginning of the track, which is the start of the TT course. The second lap starts at the end of the track, which is the finish line. The third lap starts at the beginning of the track again. This pattern continues until the 12th lap, which ends at the finish line.



ISLE OF MAN COURSE REFLECTIONS

One of the most bizarre aspects of Manx TT Superbike is also one of the most brilliant areas of Sega Rally Championship. That is, no matter how hard you try, you just can't crash. There's more chance of a nuclear universal apocalypse than there is of your biker crashing off his stand (even more weird when you consider how steadily your opposition are just flying). In the TT course, this two-fingered salute to the laws of physics can be used to your advantage. Sneak into a corner and you get a slight speed decrease along with a pleasing stretched effect - this can often be used to your advantage, particularly on the final treacherous s-bend just before the finish line.

Of course, it's better to get the racing line, drop gears and use the brake in order to overtake - that's the way to success, particularly in the Superbike league.

The TT course is a large, excellent example of good design, combining some testing bends and corners with some brilliant straightaways. The velocities attained on this course easily eclipse the Wasp 9 experience of the Lorry Course, particularly on the downhill section. It's also here that you realize that the breaking of the laws of physics make them ugly but again - although you go faster, the CPU opponent doesn't. Perhaps they're trained. Considering this efficiency, they make up for it on the uphill bits, just when you're struggling to keep your speed up. The Reverse Manx TT Course provides even higher top speeds - but that pesky s-bend occurs at the beginning of the track now!

FULL-ON ANALOGUE COMPATIBILITY

There's only one way to play Manx TT Superbike... and that's with the NIGHTS analogue controller. A masterpiece of design, this controller is perfect for racing games. The stickiness of the bike is improved immensely with the use of the analogue controller, allowing slight cornering as well as full-on power sliding. The shoulder buttons are used for accelerating and braking, and these are analogue too, just like the handle-bar mounted controls on the original console. Believe us, after a go of Manx on the NIGHTS pad, your old controller will seem pathetic in comparison. The analogue pad is only available if you buy NIGHTS, which is quite a pricey piece of kit at stony gold, but it's well worth it, particularly as one of the greatest games in the history of software comes with it free! Come on, get real, with games like Manx, NIGHTS, Dark Sector, Data Masters 3D and Quake benefiting immensely from NIGHTS pad compatibility, you really need one of these things NOW!



If you're not into getting real, with games like Manx, NIGHTS, Dark Sector, Data Masters 3D and Quake benefiting immensely from NIGHTS pad compatibility, you really need one of these things NOW!

TT IS FOR TIME TRIAL

(Manx TT's) Scout Trophy actually The Time Trial mode on the title screen offers you to go far broke and break some records on the four different courses. This is very similar to what the CT Trials produced for Sega Rally and Daytona CCI. Choose your track, the number of laps you want (Three, five or ten), your chosen bike and your preferred Scout Mode setting.

Scout Mode produces a new-through-replacement screen for you to race against. Its performance can either be your last lap or your best lap, which is saved onto your Sega memory card. Now let the racing begin!



DOING THE SPLITS

Since link-up activities don't appear to be an option for players owners, Manx TT offers a split-screen mode for two players to get to grips with. After the problems of the Daytona CCI mode (where entire parts of the course would disappear), it's good to see a return to form with a fairly decent, speedy split-screen. The update is very smooth, and although the pop-up in disengaging of times, overall it works really well. It's a shame that some of Italy and Doctor's options (such as hand start and shower car board) aren't present, but overall, it looks good.



You can race any Auton Mode bike in the two-player mode.

INTRODUCING... SATURN MODE

For arcade purists, there is an Arcade mode on the title screen of Manx TT Superbike, but since this is strictly a one-man wonder, there's little point in actually using it. Particularly, as the on-board Saturn Mode is so much more superior. In this part of the game, three options are available:

a. PRACTICE

This enables you to get to grips with any one of the two courses in both the normal and reverse mirror incarnations. An essential mode, ready on mastering the EM TT Course takes quite some doing and you really need all of the help you can get with that particular feature.



b. CHALLENGES

Rather than just take on one course, in Arcade mode, here you take on both courses in their normal and reverse mirror modes, consecutively. The challenge here is to get first place on all four races.



c. SUPERBIKE

This does not become selectable until you have mastered Challenge mode and won all of the races. You get extra, incredibly powerful bikes to thrash to death on this new order of men against super-tough CPU riders!

BIKES

Saturn mode offers a wealth of bikes to choose from, with seven appearing in the special Superbike Challenge section of the game!



Additionally, the Manx conversion team have added in one of the more bizarre aspects of the original circuit game whereby the riders would swap their Superbikes for sheep and ride the little buggers about! That's weird... it's a sheep mode!



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Tank-Tastic!!!

Combine the score attack element of NIGHTS with the glorious tank fest of Return Fire, and with the slight strategic element of Soviet Strike, not to mention more visual appeal than the Spice Girls and what have you got? Mass Destruction, a shoot 'em up with a difference. Intrigued? LEE NUTTER investigates.



Remember the point of Mass Destruction is not in fluidity the game. The aim is in cashing up a massive score by causing as much destruction as possible, which is always the most fun part in games like this anyway.

War is not a pleasant thing. It is possibly the greatest ill of mankind that has plagued us throughout our history. Even now in the technological era as we prepare to enter the next century we feel compelled to return to our basic primal instincts of killing other human beings. The politeness? Political or monetary gain. We trample such subtleties by creating a videogame for the raw pleasure of entertainment whereby individuals can act out their generic fantasies would be insensitive and immoral. Or as the Mary Whitehouses of this world would have us believe. I on the other hand am of the more rational viewpoint that if such videogames excited around the turn of the century one of the greatest wars mankind has ever experienced could have been averted. A heroic, frantically, and energetic Adolf Hitler could have rested his teenage angst on such harmless pastimes and could possibly have grown up to be a well-balanced human being, like me.

Where's all this senseless gibberish heading? Well American developers MMS have just put the finishing touches to their latest creation, Mass Destruction. It's a kind of war game with the overwhelming emphasis being on the mindless destruction of buildings, tanks and people. Now whereby some people may regard this as a sign of society's moral decay, it's also incredibly fun.

Mass Destruction is reviewed on page 90.

EYE CANDY INDEXED!

The first thing that strikes you upon playing Mass Destruction is the simple, yet incredibly impressive looking visuals. Essentially the game adopts a plan view of the action with a slight isometric twist to give everything a more solid feel to it. The fixed view



essentially means that you are unable to view the buildings through 90 degrees but this has allowed the programmers to add an amazing amount of detail making them look quite realistic. The most things in the game they are constructed out of textured polygons and are fully destructible which gives way to some massive explosions.



That's what life is all about in videogames, massive explosions. The bigger and louder the better. And they don't get any bigger or louder than those seen in Mass Destruction. Turn your volume full and it sounds like you're in the middle of an earthquake. And if it's angry your neighbours too.

This selection of shots gives you a rough idea of the massive variety in the backgrounds and architectures found throughout the game. From rooms in windmills, skyscrapers and even a space shuttle which the jets shoot everything else in the place is fully destructible. Take a look,



Improving somewhat on the likes of *Soviet Strike*, in *Mass Destruction* each of the enemy buildings and anatomy have several states of destruction. Turn your flame thrower on a sky scraper and one explosion later, it appears to be destroyed. But do not be deceived, as if you continue firing you'll realize that



it can in fact be destroyed further enabling you to rack up even more points. The trick is to keep firing until there's virtually nothing left and you'll be assured of a previously unattainable high score. Remember, the more destruction the more points you get.



Rather than have all the levels looking somewhat similar, there are four different types of environment featured throughout *Mass Destruction* to give it a bit more variety. The city setting features plenty of skyscrapers which are



completely destructible whereas the desert setting features arid villages and plenty of sand. A ready wasteland setting is there as well as a snowy Arctic setting featuring frozen lakes aplenty and even Evergreen trees. Cool!



of your tank and the ensuing explosions around it.

Such meticulous attention to detail gives you a vague idea as to the amount of effort that has been put into producing a highly polished and visually appealing game. There's a lesson there to be learned for many developers. The programmers have also thought to keep the on-screem display to a minimum as the action should be your primary focus. At each only your score, amount of armor, time elapsed and your selected weapon appear on the small display panel.

Perhaps the most remarkable aspect of the game however is that it runs at an ultra-smooth 60 frames per second. This



means you never notice how fast the screen is at any one time. That's exactly the same speed as *Soviet Strike* and considerably better than this month's other tank game *Battle Fire*. This is even more impressive when you consider the sheer size of the spectacular explosions with absolutely no slowdown whatever.

WHAT'S IT ABOUT?

At first glance *Mass Destruction* would not appear to differ that much from the majority of shoot 'em ups. Preempting each level you are treated to a mission briefing where your primary and secondary objectives are outlined in full. These are usually along the lines of cutting off the power supply, reducing the clocks irreparable or cutting off the water supply. Yet you don't need a degree in engineering to carry this out, all you need is a flame thrower. You see although the mission objectives give you different things to do, but in a similar way to *Soviet Strike* when they effectively mean to burn everything to the ground.

There are also bonus objectives not outlined in the mission briefing which involve destroying other targets such as civilian villages. All of these can be found by calling up the map which pinpoints their exact location. Once the bonus objectives have been carried out in full, an extraction zone appears where you are to rendezvous with your helicopter which transports you to the



Your tank doesn't take kindly to the super soot in the land.



That's right, even the palm trees can be burned to the ground.



The sandy desert stage reminds us somewhat of the original Desert Strike game, except on the ground instead. That's not the only similarity either.



It's not mission, but if only it was that easy. You see the enemy doesn't want to go down without a fight and as such there are loads of enemy tanks, choppers, soldiers, jeeps and planes scattered about the place attempting to thwart your every move.

There are hundreds of them and your task only has a limited amount of ammo before it bites the big one. So it becomes a case of kill or be killed as you attempt to destroy the enemy before they blow you to bits. This is no easy task and you'll find yourself spending much of your time hiding around buildings, dodging bullets, looking for health power ups and readying yourself for a surprise attack which is where the on screen radar comes in handy.

The numbers that pop up all over the place is the value of all the chaotic explosions are the amount of points awarded for the destruction you've caused.



Though the graphics may look quite simple, the attention to detail with real graphical touches such as reflections in the water make this game visually outstanding.



Destroying the local civilian villages may seem a foul task, but they're in fact hiding the vital array when you are attempting to destroy.



So how does Mass Destruction differ from other shoot 'em up's? Well it differs in one major respect. The whole point of Mass Destruction is not necessarily to progress to the end of the game but to amass the highest possible score. This is then entered on the High score table for you to come back and attempt to beat. It's a score attack game you see, in much the same way as NIGHTS and games of old. Each of the multitude of buildings, soldiers and tanks are all worth a certain amount of points when they've been destroyed. So it becomes a case of trying to cause as much destruction as is possible to get the biggest score. The strategic elements are merely a way by which to progress to the next level where more destruction awaits you.

WILL IT LAST?

For me the big question about Mass Destruction was whether it was going to have the longevity needed to make it a top class Saturn game. It came as quite a shock when we found out that there was going to be no two-player option included and naturally we were quite disappointed. A bit of two-player exploiting the anomaly flag type of action would have gone down a treat and made Mass Destruction unbeatable. As it stands, with this being absent and the game itself focussing on short term arcade like thrills of destroying everything in sight for no apparent reason, I had my doubts as to whether it could keep



Without a doubt the best of the four different environments for you to move around and cause mischief and mayhem is the snowy one. It features some excellent scenery such as Christmas trees and frozen lakes throughout, oh and the odd nuclear reactor here and there too.



Due to the inability of your tank to pass through any water deeper than a puddle, it becomes necessary to locate the bridges along the river banks and destroy the roadblocks that prohibit your passage.

More destructive this time is the nuclear plant where the task is to cut off the enemy power supply by blowing the whole plant up.



my attention for more than a couple of hours. Especially when you take into account my notoriously short attention spans.

However after spending an entire weekend playing *Maze Destruction* my doubts were laid to rest. The maze attack element provides a healthy challenge with you returning time after time to beat our previous high score by causing as much destruction as is humanly possible. The three tanks you can choose from with varying strengths of assault effectively provide you with those difficulty settings and with around 25 levels to conquer it'll take you quite some time to reach the end. And I never seem to tire of driving around bashing buildings to the ground with the spectacular flame thrower. It's awesome.

Select Task:
There are three different types of tasks at your disposal for your tank into enemy territory. Each of which are quite similar in appearance but differ considerably in terms of speed and assault. It becomes a trade off whereby you can have more assault but less speed and vice versa. It's down to personal preference and what tactics you decide to employ, whether it's of the hit and run variety or the more steady stand and fight approach. Each of the tanks will retain the same level of armament and also the rotating gun mount on top. This can be rotated by use of the shoulder buttons which effectively means you can shoot at enemies behind you whilst you're running away. Not that you'd ever want to. But big girls might. Also of interest is the realistic dynamics that have been employed in the way your tank interacts with the environment, with it reacting realistically to every obstacle, bump and dip. Driving through small pools is no problem either; it's a task after all, but if you are ever submerged for more than a few seconds the body becomes starved of oxygen thus causing the death of yourself and your crew. So set to be recommended them.



Obviously if you are to overcome your formidable opponent you're going to need some pretty and weapons capable of doing more serious damage. Well looky for you that's exactly what you've got as HMG have killed your tank out with as less than eight different weapons capable of wreaking havoc upon the enemy. The Vortex is among the most dangerous causing huge amounts of damage resulting in massive explosions which are accompanied by some amazing bellowing sound effects. At the other end of the scale of course there is the chargin' which is relatively ineffective and more importantly doesn't look very spectacular.

However, exhaustive use of your weapons inevitably leads to you rapidly running out of ammo, so it becomes necessary to locate and collect the desired power-up to replenish your resources. These are often hidden inside enemy buildings which need to be destroyed before you can retrieve them, but then if you had the weapon to destroy them, you wouldn't need to get the power-up in the first place.

CHAIN GUN: The chargin' is unopposable and relatively ineffective and shouldn't be used on anything other than foot soldiers for that reason. It doesn't even seem to run out though so it may come in handy when you're all out of ammo.



MISSILE: The missiles are the best weapons which when fired automatically target the enemy and destroy them. These are best used when you don't have a clear shot of the target as they home in on it and even has around corners.



VORTEX: Far the Vortex and a ring of fire envelopes your tank and destroys anything within its range locking right specimen. These are in limited supply however so should only be used in emergencies when you're surrounded.



MIMIC: If you drop a mine you're given a couple of seconds to make a hasty retreat. Before it becomes armed, if any vehicles pass over it themselves they'll blow, but this also includes your tank too.



MORTAR: You only get eight mortars so you ought to be careful not to waste them. As they are shot high into the air before crashing to earth they are ideal for attacking enemy forces on the other side of a wall without them managing to hit your tank.



HE-EXPLOSIVE: The high explosive shells have a long range and can be fired in quick succession. You have that loads of them and they're also quite deadly on impact creating a nice explosion.



SHELL: The shells are another pretty stingy weapon as they are only slightly more effective than the chargin' and fire in rapid succession. In the same way, they should only be used as a last resort for when you run out of the more sturdy weapons.



FLAME THROWER: Possibly the most spectacular and fun to use weapon, ideal for showing off when your mates come to visit. It has a devastating effect on the local architecture and particularly exciting in when you turn it on the soldiers and watch them flee with their ass on fire.





INTERVIEW





SEGA Touring Car

Championship

Originally part of the AM3 team behind the stunning Sega Rally Championship and Manx TT SuperBike, TETSUYA MIYAGUCHI continues to provide us with extremely entertaining, ground-breaking videogames... Our Japan Editor YOSHIO HANAKO caught up with this prolific Director of the newly established AM Annex...

SHM You achieved considerable success with Sega Rally and Manx TT as part of AM3. Why did you decide to set up the AM Annex?

TETSUYA MIYAGUCHI: The AM3 R&D department is very big with maybe around 100 staff. Because of this, there are a wide variety of excellent staff each with their own distinctive culture. At that time it was very good but it became a little too big so I talked to the general manager, Mr Oguchi and Mr H. Ogaki about creating a new department. Even in development it's good to have various flavours so all things considered, rather than the AM1, 2, 3, why not have a separate team heading in a slightly different direction? The result was the new AM Annex. Even though there's no number attached we thought why not let's give this area a try and so we started! Thus we separated. I think this was a very positive choice for Sega because with the total weight of Sega's power could be reduced. It's true that Sega Rally and Manx TT were quite successful but, well, that was then. And certainly there are a fair number of people here in the team that have experience of Sega Rally. However, for AM Annex that was just a start. With time the other divisions of the staff will continue to grow bigger. I think that's the reason.

SHM Is the AM Annex composed of just Sega Rally and Manx TT members or did you recruit new members when you set up the new division?

TM It's not composed of just Sega Rally and Manx TT members, we recruited new members as well.

SHM Where did those new members come from? From outside Sega, perhaps?

TM Both from inside and outside from various places. For example Mr Taniguchi [Assistant Producer at AM Annex] came from a separate section of Sega altogether. These kind of people are here.

SHM How big is AM Annex in terms of programmers, producers, artists etc?

TM We're still small. Really, about just one team's worth but we're continually growing. At the moment there's a staff of around 15. I'd like us to grow quickly so that we could be able to do two or three titles at the same time.

SHM Since you are more independent as AM Annex, what is your relationship with the other AM divisions? Do

you all work independently or do you swap ideas?

TM Being AM Annex doesn't mean that we're especially independent. What AM Annex is doing is very similar to the other AM1, 2, 3 divisions so we do exchange various information and programs between us. After all, we're all part of Sega and thus cooperate and help each other. Maybe here we can't do something but elsewhere they can so we exchange ideas. Also, in regard to something, "we think this but what do you think?" This kind of mutual consultation exists amongst us.

SHM Do the AM teams often get together and discuss these ideas?

TM At the manager level they would do that but for the average person they just on a normal everyday basis you meet people around and discuss things. All in all, there is a lot of interchange.

SHM What measures are taken to make sure that different AM divisions aren't working on very similar projects?

TM There aren't very particular measures. Rather, for the staff here, their skills and ideas are different for each of them, so even if they all created a car game they would all be different. I take great care with this area. There is a large number of those here, both the designers and the programmers, who like cars so creating car games is really great. However, if the staff want to create something different then we would all work together to complete it in that form. That's how we consider it. In addition, if goes without saying that the producers, me and others at this level also have things we'd like to do. From these areas there is a slight mix.

SHM If such issues leave something about the other teams' projects that I don't suppose there's much of a problem in those?

TM Each respective idea has originality I think. For example in AM3 there are a lot of programmers for Virtua Fighter and other games with that kind of movement system etc. there are a lot of people who like doing that sort of thing. The result is makes. That's become the key word.

SHM AM Annex plans seem to concentrate on realistic representations of motorsports. Will this theme continue with future games?

TM Yet it will. It's not everything but if one of the core areas that we focus on, this concept expresses the character of the staff here in this team.

SHM Now about motorsports other than cars and motorcycles!



Tetsuya Miyaguchi aims to continue the tradition of motorsports established with its arcade portfolio.



Sega Touring Car
Championship. Mr. Nagashita aimed to capture the spirit of the touring cars hurtling around the race track.

TM How did you come up with the idea for Sega Touring Car? What inspired you?

TM I think that everybody's ideas are different but personally, I like *Sonic*. *Sonic* was an incredible creation. The core staff Mr. Yuki Naka and Mr. Naoto Oshima have an amazing enthusiasm for *Sonic*. They love him.



The distinctive Sega colors are the result of collaboration with the hardware wing of Sega Enterprises, AM3.

magazine that it caught my interest.

TM What kind of research did you undertake when you started out on the project?

TM It's as I said before but *Touring Car* is a nationalistic title. It had that feeling to it. I wanted to create a game where all the people of the world could enjoy playing as one. On the other hand, *Sega Rally* is very individualistic where your own skill can shine through.

TM We certainly plan to do that. We're steadily progressing towards doing that. However, if you look at the motorsports there's the area of motorsports reality and the motorsports itself that has become the core. For example, for racing motorsports it's racing reality and for flying motorsports it's flying reality. Whatever it is we'll always choose to pursue reality.

TM What does the team do when not creating videogames?

TM Every one is different. There are game players amongst us people who like sports and there are people who like travelling. The instant a big game project has been completed it's common for almost everyone to want to go on vacation. In addition, a lot of people go on a trip to think about the next project. Often, several people will go together. It's what we call location hunting. This time to recharge our batteries is essential so about a quarter everybody does it.

TM How did Am3 Assess how impressed

you were by any particular development team on the arcade as home formats?

TM I think that everybody's ideas are different but personally, I like *Sonic*. *Sonic* was an incredible creation. The core staff Mr. Yuki Naka and Mr. Naoto Oshima have an amazing enthusiasm for *Sonic*. They love him.

TM Where did you get the idea for Sega Touring Car Championship?

TM About two years ago at the time we were still making *Mario TT*, there was a single video and a magazine in my desk. When I watched the DTM (German Touring Car Championship) video for the first time it had an incredible impact. That was the first time I had the concept of making a game of it. When I saw the inside of the cars they looked just like in Grand Prix. Incredibly! The race was full of cars crashing into each other. The competition looked so straight forward and unanswered. Also, all the countries are different so it has a nationalistic battle atmosphere to it. However, at that time, nobody knew anything about *Touring Car*. Even now there aren't many people who know about it. Anyway, with that significance, it was in my drawer all that time. I thought it was very interesting. Then, in exactly spring last year we got around to talking about having a go at *Touring Car*. So in the beginning it was through seeing the video and the

TM What kind of research did you undertake when you started out on the project?

TM All the staff watched videos and read magazines and books about *Touring Car* any number of times. They also went to see real *Touring Cars* more. There were a lot of staff who ride as passengers in the *Touring Cars* and all the main programmers were drivers around some of the circuits by championship drivers. On top of that, we also hired a driver for the day and borrowed some pro-moe team cars. We then drove around ourselves! We drove around the circuits with our helmets on many times. We did a fair amount of various things. In addition, the designers went location hunting. They took their cameras to places in Germany and Finland etc and saw various towns from the circuits and lots of town landmarks and scenery

TM What sort of assistance did you receive from the *Touring Car* teams?

TM That time firstly we received the help of Mr. Naoto Nohara, a pretty famous driver who has driven in Formula Japan and *Touring Car* etc. During the final stages of fine-tuning he came in and test drove *Touring Car*. He gave us advice on the various aspects of the game. In addition to that, at the time we had the race circuit the *C1 Race Team* gave us various advice as well.

TM Once again, all of the sponsored stickers are as nearly as they are in real life. What kind of deal did you have to do to get those stickers in the game?

TM That was Mr. Taniguchi's most troublesome area. It wasn't so much difficult, more like time consuming. In a fairly short period of time we had to meet a lot of people and get numerous approvals etc. myself went to Europe and the United States around three times and Mr. Taniguchi also went once. In practice, we were checking whether the designs were okay and whether or not their appearance in this kind of game was a problem. However, that doesn't mean that we especially set out to create an ITCC (International Touring Car Championship) game. This time Sega wanted to promote a touring race.

so in order to do that, we did a presentation for each car maker. At that time we told them that we didn't particularly want to do an ITCC game. We wanted to do Sega's *Touring Car* Championship so we asked them to give us their approval and join in. We basically asked them to put in the cars that they would like to put in, however,

of course we made requests. The result being the four cars in the game now. These are *ITCC* machines and Toyota.

Fundamentally it took a lot of time for Mr. Taniguchi had to get approval for every single one of the stickers. Mabli, Central etc. It was hard going

TM Games like *Sega Rally*, *Mario TT* and *Sega Touring Car* Championship would seem to have greater popularity in Europe than in Japan. Would you agree with that? If so, is this a deliberate corporate plan?

TM No. I'd agree with that opinion. This was a deliberate plan, though not. This story goes back to the time of *Sega Rally* but at that time the car racing game *Daytona* was a big hit, especially in the USA. It was also a hit in Europe and Japan. If you look at the global market then you have





Asia which includes Japan and also Australia, America with both North and South America and Europe along with Africa. You can divide it into three. In Europe there aren't many games that will definitely be well received so in the case of Sega Rally it was our aim, in particular, to make a game that would be a big hit there. After all, everyone knows that Europe is a huge market. Other than that, Sega ET was another game that was well received in Europe. We certainly considered this.

SEGA Did this have any effect on the design of the game?

TM I can't say I'm too aware of any European influences, although in a way a lot of the landscape and scenery that appears is very European isn't it? In actual fact Banage was the origin of motorsports. However, one of the courses in Sega Rally was from Argentina, Yacanto Park. At that time I went to America so I know a little about Yacanto Park. Thus, it's not completely European. We thought a little about America as well.

SEGA Did the team get to race with any of the touring cars?

TM We didn't actually participate in any real touring car races, however, we did drive the touring cars. We also went several times to see the races. There at four times I think.

SEGA How realistic are the game's cars compared to the real thing?

TM That's tricky but, well... the fundamental areas are not incorrect. The fundamental areas are real. However, in order that it's easy to drive for everyone we've changed it a little. That's because the real cars are so difficult that probably no-one could drive them. We devised it so that as many people as possible could feel the atmosphere of the real touring cars. Thus we made it fairly wild.

SEGA How difficult is it to draw a line between the game's realism and accessibility?

TM This is difficult because it's a theme that could go on for eternity. If it becomes too realistic then playing the game becomes too difficult and it loses its appeal. On the other hand if it's too easy to play then there's the possibility that playing it will soon become unsatisfying. Just how difficult to make it is a very complex problem. It's difficult such and very time you make a game - but with our fail you have to get the balance of realism and playability right.

SEGA In order to do this how do you get player feedback?

TM For the average player we do location tests

SEGA What kind of feedback did you get?

TM As you'd expect we got a lot of opinions saying it was a little difficult. In the end Touring Car was a difficult game. However, we decided that this time we wanted to make this type of game. The game is a touch on the hard side but it couldn't be helped. Because of that, it might be a little hard for the beginner and the average player but if you enjoy it just once you won't be able to stop playing

it. Everyone is entranced. Because of this I think it's a game you can keep playing for a long time.

SEGA What kind of design process is used to put the course maps together?

TM This is done by our director, Mr. Suzuki, who created all the course maps. However, both the car engine and the courses are essential so if the engine changes so does the course and vice versa. Thus it's very difficult to get the game's realism and playability balance just right. That means trying to make it a "Fun to Drive" game. In order to make it fun you need to have interesting courses that's another tough area. This time we had very little time to do this but usually you create the courses over and over again. You then test them and change them, test them and change again and again, making the courses more and more interesting. That's the actual process; sometimes you need to make the course a little more difficult and sometimes you need to make them a little easier. Simple

realism and realism are the keys to success with games like Sega Rally, Sega ET and the new Sega Touring Car Championship. The vehicles, track designs and sponsorship are all based closely on the real thing.

Sega Touring Car uses the Model 2 board to excellent effect, and MR Bass here, plans to continue using this technology as well as the newly established Model 3 board behind Virtua Fighter 3 and Road Rash.





INTERVIEW



Mr. Watanabe takes a test drive on Sega Touring Car Championship of Sega's R&B headquarters in Japan.



Racing action with lots of hard hits when creating collisions like this.

Latest rumours seem to indicate that the excellent, award-winning CS racer will bring the real Touring Car from Model 2 to Saturn. Expect first pictures soon!



type of race game where everyone could enjoy battling together, so naturally from the very beginning it was our concept to have it result player

SHM Battling enemy cars is much more important in Touring Car than it is in my Sega Rally. What efforts have you put in to producing good artificial intelligence for the enemy cars in Sega Touring Car?

TM All the AI was done by a single programmer, Mr. Yamamoto. When it comes down to it, the speed of the cars is very fast isn't it? You really do have the situation of moving away, outrunning the other cars. It's a great feeling to get the balance right so you can enjoy this kind of racing battle is very difficult. If you are always entangled in battles with cars that are deliberately fighting a you can turn it into something annoying. Of course the car battles must be fun, but for all those who want to break free and drive away then the enemy cars can be too treacherous so we have to use our discretion and make allowances for that area. If not, then the skillful players will increasingly advance ahead while the poor players will correspondingly be left behind. For them the game will lose its interest and then what will happen? For the programmers this is a troublesome task I think.

SHM When you went to the Touring Car menu did you see a list of various driving tactics?

TM Yes, we saw them. As you'd expect we always saw the tactics where you keep on hitting your opponent's car. I think because of this it became more and more interesting.

SHM How would you compare the AI of the enemy cars' tactics to a real person's tactics?

TM Of course the driving tactics of real people are incredible. It's everybody's aim to be able to have AI as good as a real person, but to create a game where the enemy cars are almost life-like would take a lot of time. It's not a simple matter.

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SHM In other race games the enemy cars always seem to follow the same driving pattern but in Touring Car they use various driving tactics don't they?

TM If you make the insertion too strong, it was the same for when we did Matrix TE, then in tight spots you'd always end up entangled, battling the enemies. You get the feeling that the game is playing with you! If that sort of thing happens then you don't know whether the you are getting better or worse. I really think that's a tough area. When it comes to the balance of the AI in Touring Car there are still a few problems but as regard to the car fights, I can say we did a fairly good job of getting it right. However, it's a pity for the average and beginner players who get stuck behind. If you don't get better than it can last its interest.

SHM Sega's arcade games in general seem to be far more popular than its competitors. Why do you think this is? Is it just down to superior technology, or is something else?

TM If you compare Sega's arcade games to other arcade games then there are a lot of Sega games that are more realistic. That's probably one aspect of Sega's reality. Of course in Sega there are various levels but the average person really aims to be an entertainer. Maybe that's one part of the brain behind Sega and thus Sega's character. Certainly I think that Sega has excellent technology but you can't make a good game with just technology. If you don't have a good idea as well as the technology then it's just not possible.

Sega definitely has a good balance of the two.

SHM Arcade technology seems to become outdated quicker than home technology. Do you think we have seen the full limits of the Model 2's power now that Model 3 has arrived?

TM The Model 2 can still do great games. Of course the Model 3 has a higher capability for handling graphics but the Model 2 is still alive. On the other hand, there might even be some areas where the Model 3 is better but it doesn't mean for certain that all the games are going to Model 3 from now on. The Model 2 really is a good board.

SHM Do you plan to continue with Model 2 for the time being or are you investigating the new Model 3 board?

TM Of course. Sega will continue using the Model 2. I think that maybe we'll use both of them.

SHM Technology has opened up new games - for example, without Model 2 there would have been no 3D fighting games. What future do you think there is for new games concepts with even more advanced technology such as Model 3?

TM I think there are new genres. If so then they might not be games. I don't really know if it's interesting and enjoyable than you can create part about anything can't you? You could consider all sorts of things. Not just video games in particular but maybe card games for example. There are various possibilities.

SHM Can you describe your relationship with AM4, who produce your arcade cabinet? What kind of design process do you have when designing them?

TM We have a very strong relationship with AM4. Without AM4 we couldn't produce games. Likewise, without software these wouldn't be any games. Therefore, we really have to mutually support each other. It's a good relationship. From this, all sorts of ideas spring forth. This time let's choose a big screen, let's go for these speakers etc. We're always bouncing ideas off each other. In the end we'll fix and idea as they work start from there in actual practice, during development there's a lot of give and take but the producer will in, cut down choose a something and finally in the end the producer will make the decision and request AM4 to build it. It's a kind of bacterial and wife relationship.

SHM Do you sometimes have arguments?

TM Yes, we do. Fairly often.

SHM At what point in the game's development do you consider the design of the cabinet?



The multi-player racing arcade cabinet for the Sega Touring Car title-type.

TM We decide somewhere along the way. About making through the process we first inform them of the image we have and then we make various prototypes. Then, while all this is going on, at some point we'll settle on a design.

SHM Does the cabinet have an influence on the game?

TM Yes, it probably does. That's why you develop with the game and cabinet as a single concept. If the producers don't consider the cabinet's usage from the very beginning then no matter how well the design process goes you won't be able to come up with one that's really good. The cabinet is very important.

SHM With Sega Rally and Max TT, you worked very hard indeed to get the sound effects extremely authentic. What processes did you go through with Sega Touring Car to produce the best sound possible?

TM This time it was due to the development of the MP3G board. Up to now we've had to use computer programs to extract sound material that is built into the computer chips but we've discarded that. Instead, we can take the sound recorded at a studio, enter it onto the MP3G board and play it. Thus, we've been able to have outside musicians perform for us. That's a big factor for me. We really wanted to do that.

SHM How important is the finished cabinet when it comes to the sound?

TM It doesn't make any sense having great sound coming out of speakers you can't hear. It goes without saying that in order to have the music system heard as clearly as possible you need to create a good sound system. In addition, the cabinet's design will also have to change accordingly. This time we wanted to try placing the speakers like such, so the design of the chair had to be changed. However, if it has to change too much then it becomes a problem. Then the cost to think about as well. All in all, you have to consider the balance of this area very carefully.

SHM The music in Sega Touring Car does stand out - did a Japanese pop band record the tracks for you?

TM In the first place, we got in contact with a high level producer, ANDY TRAX who gave us songs from Belgium, Italy and also Japan. As for the Trance Techno songs they were from four Japanese musicians who participated with us. We didn't use popular bands. The Belgian and Italian musicians are fairly well known but the others are just young musicians, popular with the younger fans who wanted to go on to do techno. We held some auditions at various places but we didn't have much time as it was only in Japan. By considering the future prospects of the various musicians we auditioned we finally ended up picking these four people. From now on we're going to regard the music as very important so, thinking about the future, we'd like to discover and raise new talent more and more. Up to now the music has been circulating around just the clubs and Disc M&B site to use the wider field of games as well.

SHM What particular themes did you have in mind for the music?

TM Our first theme was a good drive-by. By drive-by, I mean it's got a unique rhythm but the sound of the drums and bass need to be on par so that it's right for playing the game. At the time when we were thinking about music that could help the player concentrate on the game we really wanted to have that kind of music. However, after talking to the director and others we came to the opinion that this alone was a little too dreary so we included the songs as well. In addition, we chose it so that everyone could select their own favorite tune while driving. That's the way it all came about.

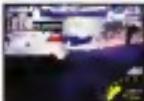
SHM What kind of hardware is there on the Model 1 board for all things audio? Are there any limitations you have to deal with?

TM Certainly it's got limitations. For example it's limited to having so and so many minutes of music entered on the board depending on the quality limit. However, we were lucky in part in time because we were able to use the MP3G board which is the new hardware used for the audio. This is the first time we've used it.



The Mod 1 strives to detail each in this rendered artwork (above) sets Sega apart from its rivals.

Sega Touring Car is the latest motorsport to come to the arcade circuit of AM Arenas, with further expansions into different types of sports on the cards. Here seen:



TOURING CAR ON THE INTERNET

<http://www.sega.co.jp/sega/arcade/touring/>

All computer equipped Saturn owners are probably well aware of the brilliant web presence Sega of Japan have built up ([address: http://www.sega.co.jp](http://www.sega.co.jp)). However, AM Arenas have recently set up a Sega Touring Car Championship area of the site, which is dedicated as much to the sport as it is to the videogame. Seriously this is one of the best game-based sites we've seen covering every single aspect of the game along with some information along the lines of the Time Attack competition. Mr Maruguchi mentions in the interview that's even some low resolution versions of the Touring Car rendered artwork you can use as wallpaper on your PC (or Mac, if you have a program such as Deos).





THE ART OF STAR WARS

Twenty years ago a motion picture event occurred that would forever change the way movies are made. Star Wars not only revolutionised the art of film making but also influenced the lives of millions. With LucasFilm preparing to release Special Editions of the Star Wars, The Empire Strikes Back and Return of the Jedi, SEGA SATURN MAGAZINE once again journeys to that galaxy far, far away...

WHEN STAR WARS FIRST BLASTED ITS way onto cinema screens in early 1977, few could have predicted just how enduring or phenomenal George Lucas' visionary space opera would be. Indeed even Lucas himself was skeptical that his years of hard work, studio negotiations and financial hassles would pay off at all.

Fortunately for him (and us) Star Wars became an unprecedented success, spawning two sequels and, thanks to seven films on Lucas' part, a wealth of cash-generating merchandise. Now, twenty years on, Lucasfilm are reissuing the Star Wars trilogy as celebratory Special Editions containing all new footage, computer generated visual effects and a digitally remastered soundtrack. Fans of the original films will get the opportunity to see their favorite flicks as they've never seen them before and a new generation of moviegoers will be able to experience the Trilogy as it was meant to be seen.

MAKING MOVIES

In 1993, with the twentieth anniversary of Star Wars a mere four years away George Lucas decided to begin work on restoring and reissuing his classic sci-fi Trilogy. The original idea was simply to release the movies at two week intervals as audiences familiar with the video versions of the films would be able to see them on the big screen once again. However there were many visual effects that Lucas was unhappy with and scenes that had been shot in 1976 but removed before the final cut was assembled. Turning to the visual effects house that he himself had formed in the early Seventies Lucas' Industrial Light and Magic (ILM) the task of restoring his masterpiece to its former glory as well as bring the visual bring up to date with state-of-the-art special effects.

The challenge was not only to seriously blend nearly year old footage with previously unseen digital creations but also to fully realize Lucas' original vision. Likewise the Trilogy would also benefit from a full THX digital soundtrack. "This was my ultimate movie," says Lucas of his decision to bring the films up to today's visual and audio standards. There were various things with which I was never satisfied: special effects shots that were never fully finished; and scenes I was unable to complete due to a lack of money and time."

INTO THE DIGITAL REALM

The ILM team, under the watchful eye of Producer Rick McCallum and senior Visual Effects Supervisor



Daren Lofstrom, set about perfecting character and vehicle scratches for inclusion in the Special Editions while the original film itself, locked in a smaller theater vault in Kansas, was being restored by a skilled optical team. However the original negative was in such a poor state that the entire film had to be carefully cleaned frame by frame then digitally scanned before a final print could be made.

These years of hard and enjoyable work by a team of filmmakers and restorers has yielded the definitive versions of Star Wars. The Empire Strikes Back and Return of the Jedi. "I wanted to preserve the Trilogy so that it would continue to be a viable piece of entertainment into the next century," says tag. Let's take a look at what's new and improved.

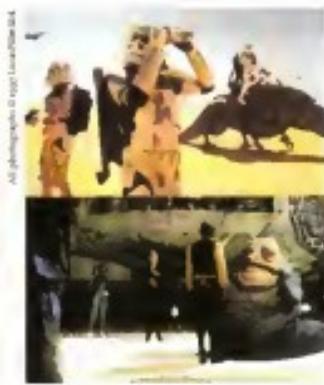
SATURN WARS?

So what's all this Star Wars talkabout then? Well, the truth is... not a lot really! Unfortunately for Sega, only Nintendo and Sony currently hold licenses to produce Star Wars video games. Sega has no plans at the moment to release any Saturn based Star Wars titles, although there's no reason why a pixel perfect version of the Star Wars Arcade game couldn't be produced.

Past titles have included a MasterSystem and Game Gear version of Star Wars (eventually a conversion of the NES classic), the Mega CD release of LucasArts' 3D PC title, Robot Arnold, the cerebral Star Wars Chess (from US developer Software Toolshed), Star Wars Arcade on 3DO and a CD version of the SNES game, Super Return of the Jedi. With Shadow of the Empire on Megadrive, Star Wars: Dark Forces on PlayStation and Super Star Wars in the pipeline (Robotron: X-wing vs Millenium), perhaps it's about time Sega took the world of video games back... by force!



The 3DO version of Star Wars Arcade beat the Johnson-Death Star Formula one, Super Return of the Jedi (second on 3D).



Star Wars (Released March 23)

The majority of ILM's work can be seen in Star Wars Unleashed across the UK on March 23 the digitally remastered rerelease is not only an attempt to present Lucas' original vision as he originally intended it to be seen but also acts as a showcase for some of the groundbreaking visual effects techniques due to be utilized in the forthcoming Star Wars prequel trilogy. All in all there are roughly four and a half minutes of extra footage for fans to ogle over consisting of both new CG (Computer Generated) footage and previously unseen material. In 1996 Lucas shot a scene where Jabba the Hutt decides to pay a surprise visit on Han Solo at Tatooine Bay 94.

In the original scene Jabba was portrayed by Declan McManus, although Lucas intended to replace the portly actor with a stop motion creature. When time and money ran out the scene was dropped. With the advent of digital technology ILM has been able to reinvent this scene and seamlessly blend footage of a young Hamza Ford interacting with a CG Jabba. The Han/Jabba friendship was important to Lucas and including it in the Special Edition release was a major achievement. "I really wanted to put that back in there," he explains. "because it was relevant to what happens to Han at the end of the movie and in The Empire Strikes Back and Return of the Jedi. I wanted to be able to connect the first film with the next two the way it was meant to be." You'll also recognize the feared bounty hunter Boba Fett hovering near the chess ganger acting as a bodyguard and silent witness to Han's smooth barge-riding skills.

Auditors also need to keep a watchful eye when Luke's Landspeeder makes its entrance into Mos Eisley as ILM has added screeching, wavy suns leading drama scenes (huge lumbering beasts based on the CD monoliths models used in Jurassic Park) and increased the activity in the now thriving spaceport. Sharp eyed fans will even be able to spot Death Render's Outrider (the crack light freighter he uses in the Millenium Falcon's final gun battle) as it blurs into the sky in the final Death Star battle; all motion controlled models have been replaced with CG craft capable of performing previously impossible aerial movements.

The Empire Strikes Back (Released April 21)

Although Lucasfilm is still keeping quiet regarding the changes that have been made to improve the movie has still attracted a significant visual makeover with new CG footage of Cloud City and more shots of Luke's encounter with the vicious Wampa in its icy lair (in the original sequence a bat-fined Luke hangs from the ceiling of a frozen cave before he frees himself in time to face the razor sharp claws of Hoth's premier carnivore). ILM recently re-shot the scene (using a costumed actor) giving the audience more insight into the savagery of this lumbering beast. The legendary Snowspeeder battle has also been cleaned up with visible matte lines removed and niggling mistakes corrected. The Falcon's approach to Cloud City has been leveled up with CG shots following the ship as it weaves its way through towers and city blocks. In a controversial move, ILM has replaced many of conceptual artist Ralph McQuarrie's glorious matte paintings with rendered backgrounds. Many of the live-action Cloud City combat scenes now feature huge suns down providing a tantalizing glimpse of Bespin's cloud sky below. Regardless of what you may have read elsewhere, Yoda will NOT be a CG creation.



Return of the Jedi (Released April 25)

As with Empire, the final part of the Star Wars saga remains curiously intact with only minor CG additions enhancing what some have labelled the weakest film of the Trilogy. Certainly Lucas' idea of a primitive Wookiee (Dewback) defeating a biologically superior enemy (The Empire) may have seemed appealing at the time but the majority of Star Wars fans still cringe at the sight of the dumpy little leaguers. Restoring the urge to digitally create the Wookies, ILM has tentatively improved the rather ridiculous scene by adding CG characters and live action footage to spruce up the previously sparse down sequence. Lucasfilm managed to track down the actress who played the Twi'lek dancing girl, Oola, and enhanced her performance with the aid of motion blur effects and CG riggers (including a belly swelled by blasterfire). The scene in new form, "Mawashi" with the Max Rebo band now boasting enough members to form its own football team, ILM has also enhanced the X-wing pit, the gazing mouse located in the Geonos Sea which Jabba infuses with human "sludge" digests its victims over a thousand years. The pit now features a "swimming" tank and CG tentacles that reach out to grab its prey. However, it's this final sequence which appears to have received the most work as Lucas reported that the much-heralded shock publication be shown. Fans can now look forward to digital reboots showing exhibitions on not just Endor but also Tatooine, Bespin and the Imperial city of Coruscant. This makes the last official appearance of Coruscant and Lucas has already stated that this location will feature heavily in the forthcoming prequel trilogy.



MAY THE FORCE BE WITH YOU!

The original Star Wars Trilogy has grossed an estimated four million worldwide making them the most financially successful movies ever. However, it's merchandise that has been the real bread winner for George Lucas. Over the past twenty years a literal mountain of Star Wars merchandise has been produced ranging from action figures and model kits to bed sheets and CD soundtracks. This spread represents a selection of some of the finer items currently available in shops with the promise of more expensive items over the coming months (would you pay \$4000 for a life size Stormtrooper?). Note: Prices may vary from store to store.

Star Wars Novels
Price: £10.99



Action Fleet A-Wing
Price: £14.99



STAR WARS
EPISODE I: THE PHANTOM MENACE

Hasbro TIE Fighter



Micro Machines
Royal Guard Playset
Price: £12.99



HAN SOLO
Price: £19.99



**Micro Machines
Mini Heads**
Price: £12.99



Kenner Deluxe Figures
Price: £9.99



Micro Machines Epic Collection
Price: £14.99

Action Fleet Battle Pack

Price: £14.99



BATTLE PACKS #3

STAR WARS
ACTION FIGURES



STAR WARS
COMIC BOOKS

TITAN COMICS LIMITED
Micro Machines

© 1999 Lucasfilm Ltd. All rights reserved.
Supplying the action Fleet series, by
Kenner, are Hasbro, Playmates, Milton Bradley
and other six classic toy companies. Toys imported by Hasbro Inc.
Star Wars Characters and Logos registered by Lucasfilm Ltd.
All rights reserved. All rights reserved.

FEATURE



Kenner X-wing fighter
MSRP \$19.99

Micro Machines
Vehicle Collections
MSRP \$14.99

Action Fleet Slave 1
MSRP \$19.99



Action Fleet Battle Pack
MSRP \$19.99

Kenner Light Saber
MSRP \$19.99



Action Fleet Snowspeeder
MSRP \$19.99



Star Wars Chronicles Book
MSRP \$19.99



Micro Machines TIE
Fighter Pilot Playset
MSRP \$9.99

Micro Machines
X-Wing Playset
MSRP \$9.99



STAR WARS TIMELINE

Over the past few years Lucasfilm has attempted to form a cohesive continuity for its Star Wars universe, with all events contained within a set time frame. Although the original Star Wars movies were actually set over four years, George Lucas' creation has since spawned a mountain of comic books and novels further enriching the timeless struggle of good versus evil.

- Dark Horse Comic
- Movie
- Novel

3000 years Before Star Wars –
The Golden Age of the Sith



4000 BSW – Ullic Qel-Droma &
The Beast Wars of Onderon



1998 BSW –
The Freedon Nadd Uprising



4990 BSW – The Fall of
the Sith Strips



1999 BSW – The Saga
of Nord Sunstar



1999 BSW – Dark Lords
of the Sith



1999 BSW –
The Sith War



SHOOTING STARS

The 1995 release of Timothy Zahn's *Hair to the Empire* novel was really the catalyst that renewed interest in the Star Wars saga. Since then there has been a steady stream of novels, comics and literature adding to the established Star Wars saga. Did you know that Han and Leia are now married with three kids or that the Emperor never really died at the Battle of Endor? Thought not. Here's a quick look at who's who and what you should know...

Luke Skywalker

Now a fully fledged Jedi Master Luke has begun taking steps to re-establish the Jedi Knights hunted and killed during the reign of Emperor Palpatine. Establishing an academy on the fourth moon of Nar Shaddaa as a Rebel base in Star Wars, Luke has faced many challenges including rogue students of his Force, hidden abilities and the resurrection of the Emperor himself. His time is spent between finding and training new Jedi and teaching Leia and her children how to use their newfound talents.

4 ASW – Return of
the Jedi (Episode VI)



Han Solo

Still a scoundrel after all these years, Han Solo is now Princess Leia's husband and father to their three children, Jason, Laura and Anakin. Captain of the Millennium Falcon (as piloted by his faithful Wookiee companion Chewie) Solo often yearns for his carefree younger days but has certainly had his fair share of adventure over the past few years facing the remnants of the Empire and even returning to his home world of Corellia to face his own identical twin.

4+ ASW – Classic Star Wars: The
Vandals/Bacca Missions



7 ASW – X-wing Rogue Squadron, Wedge's
Gamble, The Kynax Trap, The Beta War



9+ ASW – Dark Empire



Tales from Jabba's
Palace



The Trap at Bakura



4+ ASW – X-wing
Rogue Squadron



8 ASW – The Courtship of
Princess Leia



9+ ASW – Star Wars: The
Empire, Dark Empire, The Last Command



Princess Leia

Head of state and leader of the New Republic, Leia still resembles the fiery young woman who raised all for the Rebellion. Now mother to three young Jedi and coping with her own Force powers she constantly battles against overwhelming odds to maintain the freedom and peace she helped bring to the galaxy. Leia has coped with being both a political and assassins target over the years although the last mapping of her shields has recently made her take a backseat in the New Republic's affairs.

Boba Fett

A constant thorn in Han Solo's side the most feared bounty hunter in the galaxy finally survived being digested by the Sarlacc pit on Tatooine of the Jedi. As the only person to ever outwit him, Fett burns with vengeance for Solo and has attempted to capture or kill the Conqueror on many occasions. Glad to weaponize Mandalorian battle armor Boba Fett knows that he and Solo will fight to meet again.

3-10 ASW - Droids



Tales from the Mos Eisley Cantina



Splinter of the Mind's Eye



Return of the Jedi



3 ASW - The Empire Strikes Back (Episode V)



Star Wars - A New Hope (Episode IV)



Classic Star Wars: The Early Adventures

0-3 years After Star Wars
- Classic Star Wars

Tales of the Bounty Hunters



3+ ASW Shadows of the Empire



The Emperor

Start a second, the Emperor? Yes! The evil Palpatine ensured his apparent demise on board the Death Star II by projecting his life-force across the galaxy and into a new clone body, reuniting from beyond the grave. Palpatine dealt many a crushing blow to the recently established New Republic until his final defeat at the hands of Luke Skywalker. Whilst attempting to possess the body of General Anakin, the Emperor was driven from the plane forever and the galaxy was free once more.

Grand Admiral Thrawn

Introduced in Timothy Zahn's novels, Thrawn was responsible for temporarily reuniting the Emperor's shattered forces and, using his natural leadership and strategy skills, nearly managed to bring the New Republic to its knees. With the aid of the young Jedi Master, Jorus C'Booth, the blue-skinned Thrawn used cloned Stormtroopers and a fleet of lost starships to bring the galaxy under his rule.

However, his own lies and an unshakable belief in his abilities proved to be his undoing.

Jorus C'Booth

When Thrawn began his campaign of terror he enlisted the abilities of Jorus C'Booth, a Jedi Master once thought long dead. It was soon revealed that C'Booth was in fact an imperfect clone and his mental health and Dark Side Force abilities soon drew him into conflict with Luke Skywalker. On the distant planet of Wayland, C'Booth fought a bloody battle against Luke but was eventually killed by swift actions of Mara Jade.

Mara Jade

Unknown to all but a handful, Mara Jade was in actuality the Emperor's Hand, a highly skilled operative charged with undertaking missions deemed too dangerous for conventional Imperial forces. Mara was at Jabba's palace when Luke arrived but failed to kill him. After the fall of the Empire she spent

years helping Palpatine's wife commanding her to kill Skywalker. In a light-saber battle with an evil clone of Luke, Mara was finally freed of her burden.

Jacen & Jaina Solo

Born to Princess Leia Organa Solo and Han Solo, Jacen and Jaina have inherited the Force from both their mother and Uncle Luke. Although still in their formative years, both children had adventures of their own and often get into more trouble than they can handle. Another child, Anakin, has recently been born.

Admiral Daala

Charged by Grand Moff Tarkin himself with overseeing the development of the Death Star, Daala spent years at a hidden Imperial weapons research facility called Max Rebo. Unaware that the Empire had fallen, she has recently struck at the New Republic time and time again. Her last mission saw her allied with Thrawn's former First Officer, Captain Palpatine.

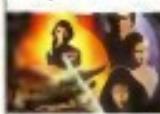
10+ ASW - Dark Empire II



11+ ASW - Empire's End



11+ ASW - The Jedi Academy Trilogy: Jedi Search, Dark Apprentice, Champions of the Force



12+ ASW - Dark Saber



13+ ASW - The Black Fleet Crisis Trilogy, Return the Storm, Shield of Lies, Tyrant's Test



14+ ASW - The Hand of Thrawn



10+ ASW - Boba Fett



11+ ASW - Children of the Jedi



14 ASW - The Crystal Star



17 ASW - The New Rebellion



18 ASW - The Corellian Trilogy: Ambush at Corellia, Assault at Selacia, Showdown at Centropoint

What? A new section in SEGA SATURN MAGAZINE? Indeed. It's come to our attention that a great many excellent titles are being released in Japan to universal acclaim, but never getting any kind of European launch. Our aim with Big in Japan is to highlight these games and get them on the shelves of the local Electronic Boutique or whatever NOW!

ELEVATOR ACTION RETURNS

BY	VINCENT TATTO
TYPE	PLATFORM SHOOTER
FORMAT	ARCADe, UPDATE
RELEASE	SOCOM - PLEASE!



Elevator Action Returns looks very similar to the JAMMA ports of the early masters. Graphics were just starting to get smart, and gameplay was still at a premium.

With a choice of **three secret agents** each with different capabilities
Combined with a range of great power-ups this game is cool!

VIOLENCE MODE ON/OFF

Elevator Action Returns features the option to include extra violence. This is actually quite comical in a Mortal Kombat style - with blood splatters running down the backgrounds, men running about on fire - that kind of thing. The enemy scans are also known as setting their dogs on you. Of course, they need to be gunned down too, but curiously enough, Takei have not seen fit to include any grisly deaths for them. They just howl a bit then vanish!



The first game to get the special SSM (Big in Japan treatment) is a recently released Japanese title from one of the founding fathers of the arcade industry - Takei. Many, many years ago they released an innovative platformer known as Elevator Action which saw players infiltrating various buildings and basically killing people, collecting power-ups and what have you. The concept was brilliant - particularly in the form of the eponymous elevator. These moved about the various platform levels all on their own, with players able to jump on the roof and get inside and control where the lift would go.

Not surprisingly, the concept of Elevator Action hasn't really been messed around with in this new Saturn game. A more Nineties style of design is evident though, with a choice of characters, weapons power-ups and some really cool set pieces.



With a choice of three secret agents each with different capabilities Combined with a range of great power-ups this game is cool!



AD ZONE MODE

You can never get over the power of the Saturn's 3D rendering architecture. When it comes to handling sprites and backgrounds about, the machine is easily superior to Capcom's CPS-II technology which can all of their side-on-ups until Street Fighter Alpha II. In many ways, it's superior, with more sprite-rendering capabilities such as expansion and compression.

All of these tricks and more are used in Elevator Action Returns, which really is a glorious use of the Saturn's sprite-based capabilities. The overall look and feel is very close to an early Nineties side-on, reinforcing the nostalgic feeling still further. But the graphics still look very impressive for a home game...



Violence mode adds all manner of amazing effects, such as territorial bad guys.



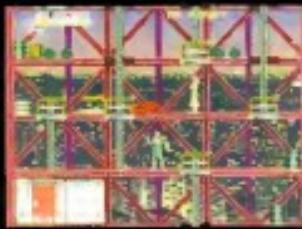
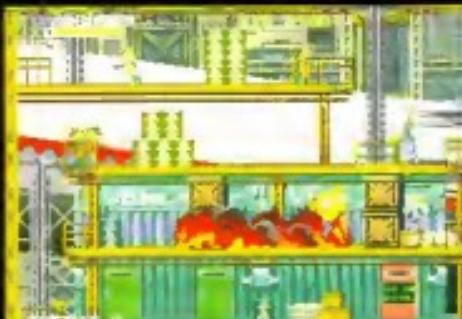
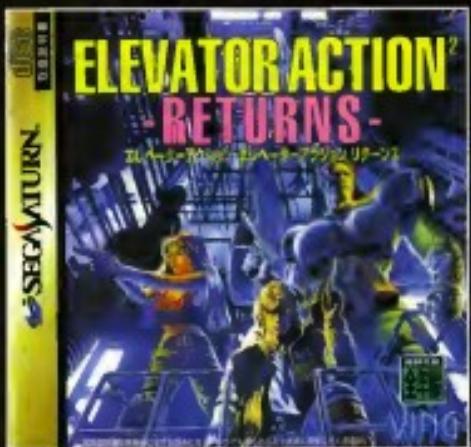
No nut FBI nuts here. Be air - weheat you get drawn out, just like a side-on!



Enemies usually take the form of a one-sprite monolith (see them down the striking pipe)



The end of the level is usually preceded with some kind of set-piece, here the entire building falls down and an enemy chopper appears to treat you.



Combining **decent graphics** with **great gameplay** Elevator Action
is an import title screaming out for an official release!

CREATE THE BREAK

Levels are split up into various sections in Elevator Action. Typically your task involves locating secret plans or whatever; and these are rather stupidly stacked behind red doors. So, each stage is simply a case of finding the red door, using it, and then getting the hell-out of the building. Usually your helicopter turns up to get you out and drop you into a new situation.

A particularly nice effect occurs at these points. Your character drops your all outside of the building, and as you enter, the exterior slowly melts away into a transparency, revealing the interior of the level where the action takes place.

Once inside, it's your against the averages in your red door pursuit. Helping you out are the blue doors. Hidden behind these are power-ups.



including machine gun antiaires and best of all, an enormous rocket launcher!

WHITE ADVISORY RELEASED

Very simple with some nice graphics, Elevator Action Returns was an instant hit with the SEGA SATURN MAGAZINE crew when it turned up in our latest package from Japan. Despite a bit of poor animation on the main character, this game doesn't fall in terms of gameplay - a commodity often lost in the rush to produce the best 3D graphics. There's actually a considerable difference between the three characters on offer, and the levels are riddled with little tricks you can exploit - the use of rolling and bounces in particular to start fire or take out bad guys stands out. And the elevators themselves add a refreshing twist to the gameplay. There's also simultaneous two-player action as well, clearly the lone on a somewhat quiet side indeed.

For these reasons, **MEGA SATURN MAGAZINE** besides the power that he is known Dealer Action Returns immediately. Released at £19.99 this could become something of a sleeper hit, so appeals all-round to whoever likes games: bring Dealer Action Returns to Europe! You won't regret it.



No, it's very simple, grammically. But the gameplay is great! That's why *Blaster Action* should be released in Europe.

MANX TT SUPERBIKE

The range of amazing Sega arcade conversions continues apace with the release of Manx TT Superbike, the pseudo-sequel to the brilliant Sega Rally Championship! But can it surpass the wonders of Rally?

OS	SEGA
PRICE	£44.99
STYLE	MOTORBIKE RACING
RELEASE	MARCH 20



Despite the long string that 16-bit Sega down are a few plodding here and there and noticeable PnP borders.



The good news is that the meat of the arcade game has been successfully transferred across from Model 2 to Saturn.



Although there have been doubts about the quality of the Saturn Manx TT conversion, potentially the game's biggest problem was known before the conversion work even began! The question of 'lastability' has been floating around for more than a year - after all, arcade Manx TT has only the two different racing courses, as opposed to Daytona's three and Rally's four. Just how can Sega make a two-track game a truly lastable videogame worth forty-five quid? Well, it'll come to that later.

First off, we'll deal with the nitty-gritty. In terms of appearance and movement, I very much doubt that any one is going to have many complaints with Manx TT Superbike. There's a lowering of resolution and frame rate from the arcade version, but the overall look is agreeable to Sega Rally's quality. The fluidity of the update is most impressive, running rock-solid at 30 frames per second.



and no matter what is on-screen. What is impressive is the sheer amount of 3D poltery going down on screen. The TT course in particular is a triumph of design, successfully transplanting across just about every piece of detail from the arcade original across onto the Saturn, from a few zebra crossings. The beginner's Laxey course also has its moments, but even the arcade version was lacking in detail compared to the tracks in Rally and Daytona.

All of the gripes we had with Daytona CCE in terms of floaty detail and pop-up are put to rest with this

**MANX TT
SuperBike
GAME**

**£5
OFF**

GAMES 24 are offering £5 off the superb MANX TT game on Sega Saturn. This offer is valid in all participating stores nationwide. Offer valid while stocks last.
Offer valid until 30th April 1997.
Ask in store for details.



In Reverse Mirror mode you get different skins!



Leaving lots of screens on the rider's eye view



The notorious S-bend at the end of the TT course requires practice makes.



Red engine = dangerous turn.



The bikes take to the air on the first (and only) jump in the beginners' (easy) arena.



Big off-sections of the track can slow you up pretty badly.



Although missing some detail, the tracks are pretty close.

The speed and the look of the excellent Model 2 coin-op have transferred across to Saturn surprisingly well indeed

Manx TT conversion I'm not going to say that the pop-up is completely eliminated, but it has much improved over the entries in DCCL, which can only be good news.

The graphics, although impressive, are not the best bit of the game - no sir! As with Sega Rally before it, it's the quality of the control method that really makes this game so enjoyable to play. At this point I do have to say that a NIGHT's control pad really makes Manx TT that much more precise - the bias is really tickable, but the response you get from the analogue pad makes it possible to control the extent of your leaning into the various corners so you can choose for sudden dashes or subtle turns around the more forgiving corners.

So Manx TT really is an enjoyable road race, but what of the liability? The bottom line is that there is only two tracks, and the first, the Easy beginner's track doesn't have any corners that can be described as taking. It's the opposite (which is pretty tough) that gives this stage any kind of challenge. The TT course is far superior longer than any of the Sega Rally tracks, demanding and exciting. Things are improved with the Reverse Mirror renditions of the tracks. Initially different driving lines are required to master these



tracks, so essentially the number of courses is doubled. It would have been nice to see a bit more imagination, such as night riding or wet weather conditions, filling that a new track (perhaps a guest appearance track from another game), but alas it was not to be.

Just about the only irritating aspects of Manx TT are the music and the presentation. The latter is just dull - way disappointing after the huge amount of selection in Italy and DCCL. As for the music - again it's smothering beyond belief, but you can turn it down. It's just a shame that some all-new tracks weren't put together. The sound effects are okay though, although the bassy rumble from the arcade is missed.

At the end of the day there's little point denying that Manx TT is a class videogame. What quibbles you might have about the sound and presentation can't disguise the fact that this is just great fun to play and does a great job of recreating the real sport.



The intelligence of the CPU opposition makes Manx TT a constant battle against other riders - as well as the course.



The presentation is fairly basic, certainly not in the same league as Sega Rally and Daytona USA.

RUN DOWN LIKE A STINKING PIG

What is also very good indeed about Manx TT is that the CPU riders are just as vulnerable to the dangers of the course as you are. So unlike the inevitable pure opposition of previous entries, it's now possible to see your foes come flying off their bikes - just ready for you to run over them!



Maintaining speed with adapt steering and staying on the racing line is the key to success.

Although liability could have been improved, Manx TT is a tough, enjoyable experience which does a great job of bringing the arcade game to Saturn.

	GRAPHICS	93	OVERALL
	AUDIO	79	
	PLAYABILITY	93	
	EXCITEMENT	90	91%

RICH LEADBETTER

AREA 51

Fans of the X-Files, Dark Skies and American Government conspiracy theory related programmes in general rejoice, because GT are about to release the arcade hit Area 51 to enable you to reenact your deviant alien murdering fantasies in the comfort of your own home.

BY	GT INTERACTIVE
PRICE	£44.99
STYLE	SHOOTING
RELEASE	MARCH



Basically, anything in day-glo colours is a sorta which can be destroyed. So that includes those yellow discs.



That right on-screen only appears when we're using the Virtua Pad. It's actually easier with the joystick, my way.

FENCING PROBLEMS

The graphics of Area 51 are of the FMV variety with sprites overlaid making the game appear very smooth indeed. The trade off has been with the size of the playing screen which has been reduced considerably and, with a fence placed around the screen to disguise the obvious borders. You don't get this in the PlayStation version, and to the cynical it's as though you're wandering around Area 51 with wise crack strapped to your face.



For those people unacquainted with the X-Files, you may well be wondering what the hell Area 51 is. Well it's a secluded place situated in the Nevada desert in America where strange occurrences are afoot. As to what exactly those are nobody can say for sure, but there are basically two theories on the subject. Firstly that Area 51 is the top secret (despite being well published) area which the US government uses for testing their futuristic fighter craft and weapons. Interesting as this may be, it would make for a pretty dull game, so all are amongst those who subscribe to the second theory. That being, that the US government has in its possession alien space craft recovered from the scenes of incidents such as Roswell and are test flying them. Not only that but it is claimed they have actual aliens within Area 51, dead and alive. It is this that is the subject matter of GT's latest release, the aptly titled Area 51.

A downed alien space craft has been recovered and taken to the top-secret base where within



hours all contact has been lost. Raging alien world domination, the powers that be decide to send in STAKK, an elite paramilitary unit cleverly disguised as motor mechanics. You are one of these badasses clad men. Your mission should you choose to accept it, is to infiltrate the alien hidden base and seek out Area 51's nuclear self-destruct system capable of mass alien annihilation. It's just another ordinary day for these crazy guys.

If you haven't seen it in the arcades, Area 51 is a first-person perspective shoot 'em up in similar vein to Sega's Virtua Cop series. As such, it has the distinction of being the latest in an ever growing number of games to utilise the Virtua

Area 51 is an **adequate rendition** of the arcade original although the **size of the FMV window** is a little on the small side...



That took is one of your pals. Don't shoot him...



... This was definitely fun but does this a striking pig?



Drop it. - PRESS START - Drop it. Or something.





PRESS START

Jumping by the colors, these guys must be radioactive.



The shoot-on-explosives don't look or goad.



PRESS START

Kraut, Inside Area 51 and things get tough(er).



PRESS START



PRESS START

Area 51 is packed to the gills with Nick Peterman knockoffs.



Car As in most first person perspective shoot 'em ups, Area 51 has you following a predetermined route inside and around the Area 51 complex. Then in you'll encounter hoards of screaming aliens who expect to be gunned down in a violent fashion with points being awarded for each kill. Extra points can be earned by shooting consecutive targets without missing, known as streaks and are essential for racking up a high score. In addition, much of the background scenery is destructible, which when shot reveals secret weapons and power ups within, not to mention secret rooms. The inclusion of a cowboy mode is most welcome too, whereby those people with two guns can play with them simultaneously. But then I always did like cowboy.



PRESS START

As opposed to the rather spectacular polygon fest of the Cop games, Area 51 is quite different in that it's all been done in FMV with the shootable targets being cleverly overlaid sprites as in the arcade version. In fact visually it would appear that Tantalus have done a very good job indeed of recreating the arcade game. The one notable exception to this being the relatively small playing screen featuring some rather large borders which Tantalus have attempted to disguise by sticking a mesh fence to the screen. Admittedly when you first play the game it does quite a good job of fooling you into thinking that it's full screen, but now you've read this the illusion will be shattered and you'll notice straight away. Sorry.

However, graphically Area 51 is a bit on the nappy side with the sprite characters lacking in animation and not blending particularly well with the FMV. The excessive use of full motion video also gives you the impression that you're watching an extended intro rather than playing a violent shoot 'em up. Although quite tough with plenty of on screen enemies vexing, the game itself remains fairly short and lacking the depth of its Cop counterpart. Area 51 is the kind of game you can put on for a ten minute blast and enjoy, but as a long term investment it falls short of the mark. With the exception of the Cop games, Area 51 is the best of a bad bunch.



PRESS START

This is the fate that awaits you if you aren't quick enough.

LEE NUTTER



Hi there ... we think you've got the line now

As about 'em ups go Area 51 is not a bad effort, but outclassed by the Cop games in every conceivable way.

	graphics	sound	playability	funniness	overall
graphics	70	80	75	66	72%
sound					
playability					
funniness					

72%



INCREDIBLE HULK

Marvel characters gain their superpowers by either a) being bitten by a radioactive animal or b) being exposed to lethal gamma radiation. The Hulk falls into the latter category, but the developers of this game deserve to be subjected to both.

BY	EJROS
PRICE	\$39.99
STYLE	WALK 'N' KET
RELEASE	OUT NOW



The draw distance on the 3D in Hulk is shockingly short.



SMASH IT UP

Considering that the Hulk is one of the most powerful characters in the Marvel universe, it's sort of a surprise that he comes across as something of a walking violet in the game. Delicate glass panels pose no obstacles to his big green fists, but anything harder than that and it's shuffled knuckles time. Punch a wall and all that happens is that pathetic polygon fragments come flying off. Locked doors remain until switches are activated, and the double robot enemies take three or four hits to dispose of. This all stems from a complete lack of imagination on the developer's part; a Mass Destruction-style game in which the Hulk well and truly smashes would have infinitely preferable. And probably a lot better.



These robots are tougher than the Hulk's skin!



I'm not going to save it for the final comment, I'm going to tell you right now that The Incredible Hulk by Taito Interactive is without a doubt the worst Saturn game I've ever had the misfortune to play over. Even And I had to review Devil 3D go into just why it's so bad later on, but for now here's a canary glance at the plot. The Hulk (ah! I'd captured yadda yadda! Partivore rhubarb blah taken to a secret hide away yadda yadda yadda bad guys crash into their own base blah rhubarb blah Hulk escapes yadda yadda fight his way out! It's just as well you weren't expecting an epic, sweeping cross-over type storyline in which, after much agony and introspection, Banner finally comes to terms with his enormous condition and then gets angry and smashes the place up.

By now you will have glanced at the final scores and concluded that I enjoyed playing the Hulk about as much as I would relish the prospect of gagging eagles. But just how was it possible for developers attention to detail (singular!) to come up with such a stinker? Well let's take a look.

1) To start with, the whole game concept stinks. It's a 3D-style 2D exploration game, in which the Hulk has to find switches and whatnot to open

doors and activate lifts. This would be fine if it was some other character, but the Hulk is the Hulk for gawd's sake. Why can't he just smash through doors and climb up lift shafts? Because then there would be no point to the game at all. Once again we are faced with a Marvel license which completely ignores the abilities of the character.

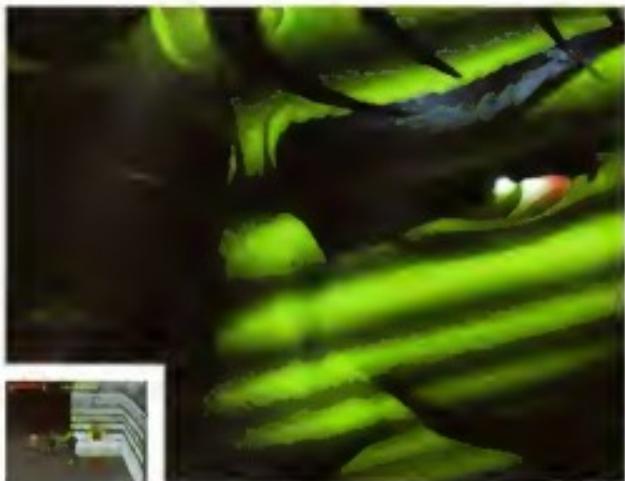
2) The graphics stink. The 3D environment is boring and jerky and the draw distance is appalling. You can't see more than a few feet into the screen at any one time. Punch any part of the scenery and dodgy looking polygon fragments fly off, looking extremely stupid. The animation on the Hulk sprite is abysmal and the attention to detail is shocking. Just in case you could call it that) next to a wall and the Hulk's shadow moves halfway up the wall as well. The engine sprites are dull, and extremely blocky to boot.



A lot of walking about in this particular game.



The landscape is very, very short on detail.



Marvel's gamma-spawned behemoth makes a most notorious appearance in what is one of the most spectacularly awful games ever

Wo! The sound stinks. The music is appalling. It's sick and the effects are rubbish too, but they end up being the best part of the game so don't deserve an in-depth mentioning.

At the gameplay stage, your control over the limping Hulk sprite is vague, and it's often hard to tell where you are in relation to the bad guys. Speaking of which, puny robot sprites seem to be able to dash out more damage than the all-powerful Hulk, which is preposterous. Airborne enemies are nigh on impossible to hit, and the profusion of mines and laser turrets mean that the Hulk is in for a toasting. Even on the easy setting, if you last more than ten minutes you're doing well. This plainly wrong, it's in the comics the Hulk has immenseitable strength and can leap up to three miles.

Something to bear in mind for the sequel, perhaps?

So there is no longer any playability. Or much in the short term either. One go on the Incredible Hulk and you'll feel like you've lost a bit faith in videogames. Play

it for more than ten minutes and you're either quite mad or a game reviewer. I quirkily on both counts, and I couldn't stand it much longer than that.

So The Incredible Hulk is not quite a triple A release than it is a neither one of those games which the publisher has quietly slipped into the shops hoping they'll sell with a few ads and no reviews. I'm not trying to be funny or clever by giving it such a low mark, the simple fact is that I cannot adequately describe just how bad it is. I can't imagine for a second that the developers looked at what they had and thought "yeah, that's great, let's release it now". I'm surprised that Eidos had the audacity to even release it, and I doubt the Marvel will be impressed with the end product either. The simple fact is that The Incredible Hulk is absolutely awful. It's an embarrassment to Eidos, to the developers, to Marvel, and to the Saturn in general.

STEPHEN FULLJARES



Hulk's stair-climbing abilities are well-known



Bearable "debris" appears when the Hulk lets a wall fall!



This should be a game of mass destruction (with Hulk fighting Abomination, Juggernaut, etc), not the horrific concept.



Why should Hulk have to flip switches to solve puzzles and score doors? He can lift over 100 tons in the comic! Hulk what?



SIDE STORY

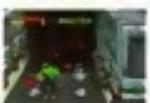
There have been a long line of Marvel games on the Sega systems, from the original Spider-Man games on Master System and Megadrive through to the current Capcom arcade conversions such as X-Men, Children of the Atom and the upcoming Marvel Super Heroes. Most Marvel games also have a reputation for being rubbish, witness Hulk and the Captain America games on the Megadrive for example. Here at SEGA SATURN MAGAZINE we'd like to see a console version of the four-player X-Men shooting beat 'em up that was knocking around the arcades a few years ago. It was a top laugh and the Saturn could no doubt handle a spot-on conversion how about it Komodo US?



The "Incredible" Hulk is the most overblown bloke, shaming mockery of a travesty we've ever seen. This is the worst ever game officially released for the Saturn.



The estimate on the Hulk is really bad, the scrolling is off.



Bearable "debris" appears when the Hulk lets a wall fall!

	graphics	sound	playability	lastability	overall
graphics	3.0				
sound	3.7				
playability	2.5				
lastability	0.3				
					15%

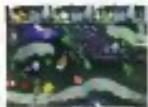
LOST VIKINGS 2: NORSE BY

Interplay's latest offering is another victory for gameplay over graphics with enough puzzles to keep even Carol Vorderman occupied for a while, though I could think of better ways to keep her occupied.

BY	INTERPLAY
PRICE	£44.99
STYLE	PLATFORM PUZZLER
RELEASE	MARCH



It may look like a scene from Mr. Benn, but it isn't.



Eric uses his rocket boots to reach the key as only he can.

THE ANSWER IS IN THE QUESTION

Conveniently placed around the first few levels are some panels with a question mark logo on them. When activated a speech bubble pops up which hints at how to overcome the problem at hand by showing you a certain move that one of the Vikings possess. Whilst you may think this detracts from the fun of solving puzzles, they are made scarce after the first level leaving all the elaborate and complex puzzles for you to sort out on your own.



Biff will need help if he's to get through the wall.



Biffing is the only thing with a weapon to kill baddies.

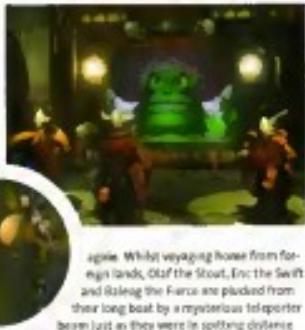


Interplay seem to have found a niche in the market with their latest release Vikings 2: Norse by. Not only does it have the distinction of having one of the worst titles of any console game but it's also the only game I can think of with Vikings as the main characters. This shouldn't come as too much of a surprise as Vikings were not real people. A large proportion of their time was taken up with raping, pillaging, wearing tribal head gear and belching. Beavis Software who programmed Vikings 2 were obviously aware of the uniqueness of this game and saw fit to exploit it to the full and as such have made Vikings 2 the definitive Viking game by which all others will be judged. Not that I'm predicting a whole wave of Viking games in the near future.

The eagle-eyed among you may recognise this as the sequel to the very popular Megadrive and Super NES hit, *Lost Vikings*. Well guess what, they're still



Scavengers is essential if you are to be successful in Vikings 2. Just remember that,



agile. Whilst voyaging home from foreign lands, Gif the Stout, Eric the Swift and Raleig the Fierce are plucked from their long boat by a mysterious teleporter beam just as they were in spitting distance of home. Our three unlikely heroes emerge to board the space craft of the evil alien tyrant, Tomast, who has a painful and bloody demise awaiting them. However largely as a result of technical difficulties, the Vikings manage to escape his evil clutches and gain some special weapons. But before they have chance to return to the land of blonde hair and blue eyes our heroes are whisked off once more to a mysterious world somewhere within the confines of space. Intriguing...

The game itself is a platformer which incorporates a large amount of puzzle-solving. Each of the Vikings has their own special abilities and weapons which when combined enables them to overcome all manner of obstacles. One Viking alone cannot complete any of the puzzles so it becomes a matter of teamwork utilising the strong points of each Viking to compensate for the deficiencies of the others. As the player you are in control of all three Vikings and must switch back and forth between them selecting the one whose ability best suits the task. However if any of the bewigged bunch should perish and ascend to the great long boat in the sky then effectively it's game



As Raleig the Fierce uses his blonic arm to destroy one of the instant creatures, Eric and Biff ponder over the moral justification of such an act. Hmmm...



NORSEWEST



Fang turns up more and again.



You don't have to be in MESSA to figure this out. But it helps.



And the diverse teleporter.



over as all Vikings are needed to complete the game.

The task that awaits our three heroes is to seek out the various ingredients needed by the local witch to make a short range teleportation spell to eventually get them home. As it's only short range though they can only be transported to the next level, where again they must find more ingredients hidden on the platforms and guarded by hideous creatures. The ingredients themselves are not difficult to find, however they are usually at the other end of a tricky puzzle. Once they have been retrieved it's simply a matter of taking them to the witches cauldron so she can work her magic. The problem for our troublesome trio is that the witch hasn't quite got to grips with her spells and has a nasty habit of letting Vikings in the teleportation process. Normally our heroes would be stupefied without the help of each other but thankfully

extra characters have been thrown in along the way who are playable once they've been rescued. Like the Vikings they too have their own special abilities such as Fang the Wolf who has razor sharp claws to attack his foes and Snitch the Dragon who breaths fire onto his attackers. To be perfectly honest I'm not a great fan of puzzle games and was not having played Lost Vikings before I had no idea what to expect. However, after playing Vikings 2 for the best part of a weekend I was pleasantly surprised with what I found. Vikings 2 is an incredibly fun game to play with a novel twist on the normal platform formula by placing you in control of three characters simultaneously instead of just one. This adds a whole strategy element to the proceedings making this a thinking man's (or woman's for that matter) platformer. The difficulty level of the vast amount of puzzles is just right. You start off by being told how to overcome the first few puzzles and with which character, then each puzzle that follows is an elaborate and complex variation on these. Coupled with the cool sound effects and a good dose of humour usually via the voice-overs, Vikings 2 has a very cartoon type of feel to it reminding me somewhat of the Earthworm Jim series. The in-game music deserves a mention too as it's not your average platformer music and it's pretty cool if you're into all that techno stuff. The bottom line is that Vikings 2 is excellent fodder for platform/puzzle enthusiasts, with plenty of lastability.

LEE RUTTER



You'll find that many of the puzzles involve finding keys for the gates scattered about the levels. Actually finding them isn't that difficult, it's getting to them that causes the problems.



After picking a magical helmet from Tomster's space craft, Eric (the dragon) has the ability to swim under water for long periods of time without the need for oxygen. That's handy



The witch is waiting to greet you at the end.



Water based puzzle-solving action courtesy of Eric the Self.

LOST VIKINGS... AGAIN!

After their adventures in the 16-bit original, the sequel picks up with our triumphant trio making their way home on their Viking long boat. But the evil alien Tomster has other more sinister plans for them and transports them onto his space craft. A punch-up later and our heroes are teleported to a strange world, where once again they're lost. Who said lightning doesn't strike twice. Just check out the latte for further details.



Look beyond the 16-bit graphics and there's a whole lot of gameplay just waiting to be discovered. Recommended for action puzzle fanatics.

GRAPHICS	70
SOUND	90
PLAYABILITY	92
OVERALL	90

89%



REVIEW

IRON MAN™ / X-O MANOWAR

Sick of playing X-Men? Tired of waiting for Marvel Super Heroes to emerge? Well cheer up, because Acclaim's latest super hero license may be just what you're looking for. Then again...

BY	ACCLAIM
PRICE	£49.99
STYLE	PLATFORM/SHOOTER
RELEASE	OUT NOW



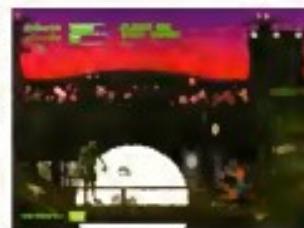
X-O Manowar comes face to face with one of the aliens which has the ability to fire bolts of electricity from its finger tips.



The apprentices are rather unimpressive to say the least.

SURFACE TO AIR BATTLES

The one improvement that can be seen in the Iron Man game over the recent Batman game is that the action takes place on several platforms. This is achieved via the boost move that both of the two super heroes possess which sets them in flight for a limited period of time allowing them to reach the higher levels. Eventually though the boost runs out requiring our heroes to sit on the sidelines for a while until their boost power is replenished.



After the ludicrously appalling Batman Forever, Acclaim have obviously acquired a taste for comic flops and as such have released Iron Man and X-O Manowar in Heavy Metal to give it its full title. Programmed by the very same people responsible for the recent Batman effort, they're obviously hoping to redent themselves with their latest release, a side-scrolling platform shoot 'em up no less. Featuring the two metal titans for the first time in a game ever, it's claimed to be the ultimate in super hero power and realism. Hmmm... We'll see.

The game itself requires our two heroes to progress through the various levels carrying out the mission objectives outlined prior to the start of each level. Don't worry too much about this though because they have absolutely no bearing on the gameplay at all. You simply walk or run from left to



right killing all sorts of evil winged dooms who have the misfortune to get in your way. At the end of each level you'll come face to face with a nasty boss character who attempts to drive to an end your super hero life. All times these are quite tricky to kill, especially when a time limit is imposed upon the proceedings.

As the player you are given the choice to play as either of the two main characters, Iron Man or X-O Manowar. Each of them differ in terms of super powers and abilities but overall are pretty evenly matched. They both have a variety of weapons, usually of the ray gun variety which can be upgraded considerably throughout the course of the game. This is done by collecting the power-ups discarded by the bad guys when they are killed. Both characters also feature a boost move which sets them in flight for a short period of time via their racket books. This becomes useful for reaching the villains that are hiding on some of

Battle as either Iron Man or X-O Manowar through the cosmic carnage to prevent the imminent apocalyptic meltdown.



One of the bosses in both of Space Goids form.



Iron Man's special weapon is the EMP Device.

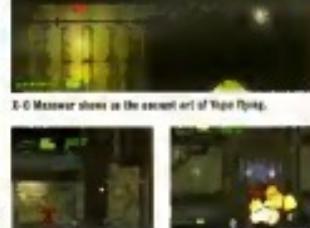




Start well back from the spider because it series and at you.



X-O Manowar demonstrating his bi-directional laser weapons.



X-O Manowar shows us the ancient art of Rope Swing.



If Acclaim have a **quality control department**, all those in it should be **very ashamed of themselves**

the higher platforms and dodging the ones that aren't. However, adding this has obviously been at the sacrifice of being able to walk in and out of the screen making the gameplay even more linear. A two player option has also been included which adds somewhat to the longevity and also makes completing the game a slightly easier task.

However, try as I might, I find it hard to be enthusiastic about Acclaim's latest offering. I think Acclaim would know better than to release such substandard nonsense as it does their reputation no good whatsoever. Their name is quickly becoming synonymous with the words "ugly" and "game". Iron Man obviously runs on the same engine as the recent Batman Forever game and likewise the graphics are terrible with the motion capture system being equally as disappointing. They fail to escape the surface of the Saturn's awesome 3D graphics handling capabilities showing us little that couldn't be achieved on the

Megadrive. As in Batman Forever the end of level bosses are particularly ugly to look at and all employ the exact same cheap tactics. It's so frustrating! Gameplay wise there are no innovations here. The action is repetitive with little variety in the moves or weapons and with the mission objectives being identical to the game play. The music is also pretty dire. Yes, I understand that there is a heavy metal theme to the game but that really is no excuse for the terrible music. Thankfully it can be turned off on the options screen, otherwise I would have done myself in by now.

In short, Iron Man and X-O Manowar in Heavy Metal is more of a chore than a challenge. Don't be fooled by the Marvel Comics (or indeed Acclaim's) license, it doesn't make the game any more enjoyable. If Acclaim have a quality control department, all those in it should be on the receiving end of a brutal kicking for letting this one slip through the net. Games like this have no place on the next generation consoles and will not be tolerated.

LEE NOTTER



Archaeopterix towers in this game features quite a few tiny spiders which produce a sticky explosion when shot at.



Doesn't it look incredibly similar to Robocop Vs Terminator?

With little variation in the dull gameplay and terrible graphics this is one game to be avoided at all costs. A very poor offering from Acclaim



A few blasts from X-O Manowar's pulse laser beam and that evil alien is toast. Leaving in the game a weapon power-up.

	34	overall
graphics	34	
sound	38	
playability	30	
lastability	28	
	33%	

MASS DESTRUCTION

If ever a title could effectively sum up a game in two words this would be it. There's little ambiguity in the title Mass Destruction. Such a name conjures up vivid images of a kill or be killed, destroy everything in sight kind of game. And that's just what it is. Sort of.

BY	SEGA
PUBLISHER	TBS
STYLING	SHOOT 'EM UP
RELEASE	TRA

MASSIVE EXPLOSIONS!

There are some excellent graphical touches in Mass Destruction to make it as good to look at as it is to play. The pyrotechnics are amazing, with massive sprite-based explosions as you unleash a couple of missiles in the general direction of an enemy building. Especially impressive is the awesome flame thrower which burns everything to the ground. The way the explosions reflect in the water looks pretty cool too.



Massive destruction at its absolute best. You just can't beat it. Or at least that's what the programmers thought.



Follow to complete with your mission objectives results in you being whisked off to a court martial in this big chapter.



caption explanation example caption example



Mass Destruction originally started life as a PC game before being hastily snapped up for a Saturn release under the imaginative title of Tank. A few months later and after reverting back to its original title the Saturn version of Mass Destruction is ready for release. And it's going to be a corker. You'll use the game itself is possibly one of the least pretentious games about, it has absolutely no plot, no storyline and no justifications for the endless violence and mayhem that ensues. It's being touted as a video game produced for the sole purpose of entertainment. It's that simple. You could however say it's pretentious in advertising its unpretentiousness, but that's just being pedantic (and maybe a tad pretentious - hah). Mass Destruction also bears uncanny similarities to the Amiga classic Rimpower and the 90s sequel Return fire so you'd forgive me for thinking that they were somehow related. But they aren't, at essentially Mass Destruction is a very different game indeed. Intrigued? Read on...

Mass Destruction places you in control of one of three tanks, each with different armaments and speed but all retaining the same lethal arsenal. Your task is

to complete your various mission objectives within the fully functional environment. The missions are usually of the search, destroy and rescue variety with the overwhelming emphasis being on the destroy bit. Once your mission has been successfully completed you are transported to the next mission in a different environment. Whilst this may sound remarkably similar to other titles Mass Destruction differs in one major respect. The idea of the game is not necessarily to progress through to the end of the game, but in a similar way to NIGHTS and various games of old, Mass Destruction is a score attack game. Each of the destructible enemy buildings, soldiers, tanks and jeeps are worth a certain amount of points. The idea is to cause as much destruction as possible to get the biggest score. This is entered on the high score table

The huge sprite-based explosions as your environment crumbles around your ears look very spectacular indeed.



Kick the absolute ass of excellent explosions.



Ride the trolley and watch them scatter... as fast!



Destroying civilian buildings in downtown suburbia is cool.



Just take a gander at the reflections of the massive explosions in the water. Pretty darn impressive or what, eh?

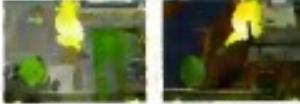


The sandy desert setting gives way to more explosive action as a couple of mines are launched at the level's kites.



OUT OF AMMO?

Power-ups are an integral part of virtually every shoot 'em up and Mass Destruction is by no means an exception. Once the ammo is entirely depleted it becomes necessary to seek out power-ups to replenish your supply. These are usually scattered about the levels and are also hidden inside enemy buildings.



To the left you'll see our tank under attack from enemy forces.

Mass Destruction looks great, it's easy to play and with the score attack element it should occupy you for quite some time.

and the idea is for you to climb back and beat it - three and three again. Or use the theory goes.

Naturally with this being a game which focuses substantially on destruction, the programmers would have to make the destruction pretty spectacular. And that's just what they've done. Each of your weapons is capable of making some huge sprite-based explosions as your environment chunderies around your ears - which looks very spectacular, especially when you can see the reflections in the water. Though the action is viewed from a plan perspective the environment is all in 3D and fully functional, meaning your tank reacts

to every bump and dip in a most realistic way. In addition just about everything is totally destructible even the trees which results in some thunderous explosive sound effects. All this running at a super-smooth 60 frames per second, that's the same as Saturn VPs.

On the down side though, NMS have left out the all important two-player mode which really is a tease considering how well it worked in 3D Return Fire. The game engine is obviously excellent and easily capable of supporting a split screen two player, which leaves you feeling that this really is an opportunity missed. And although the missions are quite varied, ultimately what each of them boils down to is destroy everything which after a while may get a tad repetitive. Having said that, Mass Destruction looks great, it's easy to play and with the score attack element it should occupy you for some time. If it's a top blaster you're after, this is definitely worth a look.

LEE MUNTER



Blast away at your mighty vertex miniguns and a huge spherical fireball engulfs all your immediate surroundings. Cool!



The nuclear plant is going to be an environmental disaster.



What was once a beautiful piece of modern architecture is now a flaming heap of rubble. Essential for racking up high scores.



(Left) A great example of what not to do in a post-nuclear wasteland.

An excellent blasting game based around a stunning game engine, marred only by the tragic omission of a split-screen two-player mode. Still a great blast, though.

graphics	9.0	OVERALL	87%
sound	8.8		
playability	8.6		
lastability	8.7		

SPOT GOES TO HOLLYWOOD

Cast your mind back. Way back. Farther than that. No, you're not trying hard enough. What can you see? The dawn of the 32-bit consoles and some game called Spot Goes to Hollywood? That's right. And now, at long last, Spot is finished. Well hallelujah.

BY	VERGIN
PRICE	£39.99
STYLE	ISOMETRIC PLATFORMER
RELEASE	OUT NOW



Spot indulges in a spot of spuds. Oh how we laughed...

MOVIE MADNESS

The six worlds in Spot Goes to Hollywood all have a famous movie-related theme. You begin on a pirate ship under attack from a giant octopus before venturing on to an Indiana Jones-esque jungle temple, which includes the unavoidable mummy cart level, and a haunted house home to none other than Count Dracula himself. In addition to this, there are three bonus worlds comprising of a Wild West themed scene, a blatant Jurassic Park rip-off, and a sci-fi extravaganza finale. Locating these hidden sections, however, will require all the platforming skills you can muster.



Spot meets a guy with a loan through his brother.



These 'fashio...ly like' releases seem to be something of a theme over at Virgin. Spot Goes to Hollywood first surfaced in 1992, and only now is it complete. Heart of Darkness is also one of them, and that's been in development for over three years as well. But who can blame the programmers for wanting their creations to be perfect? After all, every Quaker release date given out by software was simply 'when it's finished'. Still, we're not here to nit-pick about missed release dates and development hell; we're here to nit-pick about Spot Goes to Hollywood. So let's ruminate, right then.

A sequel to the classic Megadrive platformer (that's the original Cool Spot, by the way, not the version of Spot Goes to Hollywood released on the cruddy 16-bit system over eighteen months ago), Spot Goes to Hollywood is an attempt to take the round rot city out into the next generation, utilising enhanced graphics, isometric sprite animation and the fine done off by an isometric playfield. The beautifully rendered intro sequence explains what little there is of the plot. Whilst summing it up in a cinema projector, Spot gets sucked in a movie projector

and so must battle his way through six movie-themed worlds if he is to get back to the comfort of his refrigerated fizzy drink dispenser in one piece.

Of course whilst Spot has been languishing in development hell, Sega themselves have got in on the isometric platformer act with Sonic 3D. So how do the two compare? Well, both have rendered backgrounds, but while Sonic also makes use of rendered sprites, Spot and his adventures are still animated cell down emotions. They have a bit of a Disney feel to them, maybe even too much of a Disney feel in places, a case in point is the wild boar spots on the jungle level that bears an uncanny resemblance to Kumbaba from The Lion King. The animation on Spot himself is excellent, and the little red guy has the same 'kewl' personality

Spot Goes to Hollywood doesn't hold a candle

to more recently developed software such as Sonic 3D



Spot's caught in a banana Again





The minecart levels is probably the best part of the game. These yellow arrows change the paths when shot.



Out in the wilds of Adventure world, Spot finds a big R.



Balloon areas like this offer Spot lots of power-ups. Yes, yes and YEP.



The animation on Spot himself is excellent, and the little red guy has the same 'kewi' personality he did in the Megadrive original.

he did in the Megadrive original. Leave him alone for a while, and he'll make calls on his mobile phone or tap impatiently on the screen.

Unfortunately the level construction is not as varied as that in Sonic 3D, but about all the levels are completely linear, so you find yourself just going up and right all the time. This is not so bad on the initial pirate ship levels, as you would expect a boat to be long and thin, but long thin cage systems or haunted houses? I don't think so. There are loads of hidden ways to find which whilst they're off to the impenetrable bonus sections, but even they don't break up what



soon becomes a very monotonous experience. The mine cart sections are admittedly quite good fun, but even this becomes frustrating, as you continually just fall to make a jump you couldn't quite see. It also highlights the inadequacies of the level design; it's set in a mine, so there could be all kinds of chaotic drop-offs and what-not, but in the end it's just more of the same up and right motion along a decidedly flat floor.

Spot Goes to Hollywood is not in the same league of badness as some of the atrocities we've seen this month, but there's nothing about it that really leaps out and grabs you by the throat. It looks reasonable, but is nowhere near the cutting edge, probably due to its interminable development time. I think that that is really what lets the whole game down: Spot is effectively now two or three years out of date, and developers should surely have had time to do something about the sloppily constructed, and poor collision-detection which only add to the game's woes. Had this game been a Saturn launch title, it would have been unique for the time, and would probably have been reviewed more sympathetically. As it is, Spot Goes to Hollywood doesn't hold a candle to more recently developed software such as Some JO. It's a nice try, but it's a bit on the late side.



Spot answers his mobile. Does this territory



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The claypiping isn't as robust again in Spot's adventure.

HOT SHOTS

By shooting the barrel-type objects found on each level, Spot collects special weapon upgrades that aid him in his quest. The most common power-up is a simple p-way shot, but he can also acquire freeze shots, power shots, and dynamite packs that blow even the most stubborn obstacles out of the sit-like one's path. Also available inside bonus barrels are SpotPots and the occasional bad guy, so stay alert.



Quite simply, too little, too late. Far too late, in fact. Let down by the sloppy controls, Spot is outclassed in every way by Sonic 3D and as such is not worthy of your attention.

STEPHEN FULLJAMES

graphics	80	overall	70%
sound	85		
funniness	71		
claypiping	68		

MEGAMAN X3



Capcom's classic platform hero has finally arrived on the Saturn in his first official release, but can Megaman really hope to recapture his 16-bit heroics of yesteryear? Find out NOW!

DEV	VIRGIN
PRICE	£79.99
STYLE	PLATFORM/SHOOTER
RELEASE	MARCH



The obligatory lava level makes its ugly head once again. Note the weird vertical button cropping the screen.



Capcom's resurgence in recent years has surely been nothing short of miraculous. From a company that became complacent by releasing rehashed, carbon copies of its own successful Street Fighter series to its steamrollingly rebirth (but in some small part to birth Resident Evil and that self same fighting game series) Capcom have managed to reinvent themselves. Fortunately, the mass market appeal of certain titles has enabled Capcom to continue producing fan-favourite games for limited, niche markets. Chief among these has to be the Megaman series (known in Japan as Rockman), popular for their colourful, cartoony graphics, testing platform action and over-the-top bosses. Now celebrating its tenth anniversary with the gorgious Megaman X3, Capcom's iconic blue boy is making his first UK Saturn appearance in Megaman X3 thanks to Virgin Interactive Entertainment.

Originally released on the Super NES as the third episode of the second Rockman series, MMX3 is set hundreds of years after the NES series. X is a future version of the original Megaman who was found in a capsule by a scientist named Dr Cain. Using X's advanced design, Cain built highly sophisticated robots that could think for themselves and called them "Reploids". Tremble not, when Reploids started to turn against humanity. In order to stop the robots that went 'Maverick', a special police force was formed called the, believe it or not, Maverick Hunters. The leader of this force, a Reploid named Sigma, went AWOL and later lead other Reploids in a full scale attack against humans. X decided to join the remaining Maverick Hunters, now led by a Reploid named Zero, in the fight against Sigma. In the first bat-



tle against the forces of Sigma, Zero sacrificed himself to help X defeat Sigma and his forces. A few years later, three followers of Sigma formed the "X-Hunters" in an attempt to destroy X and bring Sigma back. The X-Hunters had found all of Zero's parts and were attempting to rebuild him, but they needed Zero's control chip which was held at the Maverick Hunter's base. X had to defeat the new robots to retrieve Zero's parts, and then faced off once again with Sigma. After the destruction of Sigma, the world once again began to return to peace. A Reploid scientist, called Dr Doppler, found that the reason the Reploids went Maverick was due to a virus, which he managed to isolate and eradicate. After Doppler's discovery was put into use, several powerful Reploids became followers of Doppler and joined with him. Months later, something went wrong and Doppler and his army turned irregular from the virus that Doppler supposedly neutralised. X, now joined by Zero, set out once again to take up the fight.



It's not as if the Saturn can't handle a few layers of parallax scrolling and a handful of 2D animated characters so why the screen reduction?



Serious but bosses longer Megaman's a journey

The poor quality of the opening sequence requires it alone to say the least.

Complete the first stage and thus tackle any of the eight remaining levels



Memoize your enemies' attack patterns and beat their weak points.

While the 16-bit version of Megaman X3 was a competent platform shoot 'em up it's my sad duty to inform you that the Saturn game is a bit of a travesty.

Players guide X through eight increasingly tough platform-based levels, blasting foes (with the aid of his powerful arm-mounted Buster Cannon) dodging traps and attempting to make it safely far a wide hand-held. Each level then takes the offensive using a pre-determined attack pattern which must be memorized if X is to defeat them. Destroy a megalomaniacal and possibly granted that Replax's particular weapon. As with every single Megaman game players are then able to access their accumulated weapons and use certain devices to defeat specific foes. Once the first stage is completed, you're then free to tackle each level in any order. At certain points in the game players are allowed to switch between X and his partner, Zero. Despite the obvious wardrobe change, there's really very little to differentiate the two characters until special weapons and armour are collected. Completing the game is a challenge in itself but returning to each stage, discovering its secrets and then using those extra devotes to open up other levels adds to the game's longevity.



The 32-bit version of X3 is basically a conversion of the Super NES game with a few new touches added to justify its leap to Saturn. Although identical to the original Super NES version, in terms of game play, animated intro sequences and new sound effects have also been added. These animated clips are presented in a classic Japanese anime style although the dubious quality of this footage unfortunately sets the low standard for the rest of the game. While the 16-bit version of Megaman X3 was a competent platform shoot 'em up it's my sad duty to inform you that the Saturn game is a bit of a travesty. For a start there are obtrusive borders cropping the action. While that's certainly a familiar sight in most UK Saturn games, in Megaman X3 the screen is cropped vertically for some reason. Strangely enough the PAL PlayStation game only suffers from minimal black borders at the top and bottom of the screen. It's not as if the Saturn can't handle a few layers of parallax scrolling and a handful of 3D animated characters so why the screen reduction? As Megaman X3 is intended to generate interest among PSX and Saturn owners for a true next generation version of the series, why are there no truly innovative refinements to what is essentially a straightforward 32-bit port? The real crime is that Virgin have decided to release this sham of a game instead of the glorious technical platform delights of Megaman X. As it is, this title is strictly for owner fans of the series only.

MATT TEE



Defeating rock bunnies is the key to finding extra weapons.



Fans of the NES and SNES Megaman games will find X3 a real challenge.



Megaman powers up his X Buster, a powerful multi-shot weapon fit and fine in his grasp.

METAL HEADZ

With any Megaman game, fans are treated to a host of new boss characters each of which is equipped with a unique but devastating weapon. In the original series the likes of Boneman, Rummex, Spideman and other colourful robots made their first appearance. For Megaman's next generation outing however, the bosses have undertaken animal-like characteristics and have ridiculous monikers.



BLASTER HORNET
WEAPON: LASER CUTTER



BLIZZARD BUFFALO
WEAPON: ICE FROST



GRAVITY BEETLE
WEAPON: GRAVITY WHEEL



ACID SEAWORM
WEAPON: ACID SCRUB



VOLT CATTINK
WEAPON: ELECTRIC SCRATCH



CRUSH CRAWFISH
WEAPON: SHOCK CRABON



TUNNEL KHMED
WEAPON: DRILL SHOT



NEON TIGER
WEAPON: PLASMA CLAW



A disappointing Saturn conversion of a competent Super NES game. Poor cartoon sequences, sparse levels and appalling loading times make MX3 one to avoid.

graphics	60
sound	58
playability	67
lastability	70

overall

66%



SEGA SATURN™ tips

Due to circumstance beyond our control, this month's tips section has been produced by the lovely Phil Dawson, official office gopher and the only person on the face of the planet who has managed to take the concept of the plunge neckline and apply it to the back of his trousers. So if you're stuck with a game or you need just one more life for completing that oh-so-tricky level, then you know where to come. Send in your top cheats, codes and hints to: TIPS, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle Of Dogs, London, E14 9TX.

TOMB RAIDER

At last we have the first true Tomb Raider tip, and it's a beauty. This cheat allows you to skip to any level in the game. While playing, pause the game and go to your passport. Flip to the last page, then exit that page. Press Z, Y, Z, X, X, Start and you should hear a sound. Now use the exit page as if you were leaving the game. Instead of going back to the title screen, it should throw you the screen for finishing that particular level.



NBA JAM EXTREME

Here we have some new codes for NBA Jam Extreme. There are a lot more codes besides these to be found in the game so if you do find any, then send them in.

Smiley Team

To get the Smiley team enter initials as M1T and enter the birthday as March 28.

All-Star Teams

Enter your initials as before.

All-Star East: Team GMH June 16, (Team) EST March 14.
All-Star West: Team WWT July 16, (Team) SAC April 16.

Super Sports Team

At the initials screen enter LAN September 10.

Big Feet

At the Big Head screen, hold Left while selecting Yes or No.



After the big head "Rarity" we're now treated to big feet. Please, no more, you're too funny. No, really.



SONIC 3D BLAST

After beating the game with all seven Chaos Emeralds go to the Options screen and highlight "Start". A stage select will appear giving you access to every stage.

Stage Skip

While playing, press and hold either A, B, or C and press Start.

Secret Code

At the Start screen, press UP, RIGHT, A and C. Then while playing, pause the game and press any of the following:

- A - Skip over act.
- B - Skip one level.
- C - Skip to last level.
- X - Gain a life.
- Y - Gain a medal.
- Z - Get all Chaos Emeralds.



There's actually a cheat to do all of this without finishing the game! See next month's SSM!

JOHN MADDEN '97

To view the cinematic screens, press the L and R buttons on the title screen. Wait for the cut scenes to appear, then choose what video you want to view.



Wow! Choose your own CMV list! It's a dream come true!

VIRTUAL ON

Alternate Colours

At the Title screen simultaneously press UP, L, and R to change the colour of your mech.

Different Camera Angles

While playing, press X, Y, and Z all at the same time to get different camera angles.

Select Jaguarmind (Easy Way)

At the Title screen press DOWN, L, and R to select Jaguarmind.

Play as Jaguarmind

Beat Arcade mode on Hard. Then at the Character Select screen, move to Ralts, push RIGHT, and you



should be able to select Jaguarmind.

Ship Abduction

After starting the game, wait for the credits, and when they start to roll, move the control pad from LEFT to RIGHT. A tiny ball of light should shoot across the stars. And when your mech comes into view a ship will zoom by, take your mech, and fly to the blue planet with it.



Virtual On: a stinkin' alien game that MUST be owned!



NIGHTS

When the SONIC TEAM logo appears on the screen, press A, B, RIGHT, A, C, A, DOWN, A, B, RIGHT, A. Next, at the title screen press UP, DOWN, LEFT, RIGHT, A + START. Highlight any of Eliot's dreams, then press X, Y, Z, X, X, START. Start the dream, pause your game and press RIGHT, A, LEFT, LEFT, Y, START. Lastly, collect 50 crystals, and jump for press START if you're NIGHTS! If entered correctly, a debug menu should appear.



Now, the NIGHTS using mode finally becomes available - at last! Let the adventure of this wonderful game begin!



COMMAND AND CONQUER

MISISON CODES

We've just released the mission codes for every level in this excellent game, so if you're having having hassles with some stages why not simply skip over them?

GDI Global Defense Initiative

Mission 1	D BKE9etW5
Mission 3	A6MGIHMEF
Mission 4	TGD DzAM6Z
Mission 5	DB8BHDJAI
Mission 6	LCTUEdPqP
Mission 7	BKQHvQD
Mission 8	OSKUWU
Mission 9	WVW44W
Mission 10	TfBtPwOzE
Mission 11	WWWWWWWWWW
Mission 12	4L8tPQ
Mission 13	-4L39gN0W
Mission 14	DQQUASzRW
Mission 15	UVV4Xp6Wm
Mission 16	IQBGNjxks
Mission 17	XoFRE2gF
Mission 18	EMtR9jaPM
Mission 19	EMtC8PfR
Mission 20	WtQz2qD
Mission 21	DQGmACTy
Mission 22	4pB6WIAp
Mission 23	K8APUCMkO
Mission 24	SCUH9STg
Mission 25	K8APUdWg

Brotherhood Of Ned

Mission 2	WW4YSET8
Mission 3	ZIRyPgj6D
Mission 4	HPrFyPjNEG
Mission 5	8PmBRPzDF
Mission 6	yLXGvERML
Mission 7	EKGAsPCKR
Mission 8	EjsPwYTK
Mission 9	OTLTGIECI
Mission 10	M8y4DBIPR
Mission 11	eGERRWSjt
Mission 12	WMMBd4Took
Mission 13	,SCUH9STQ
Mission 14	ZG-WCIT9P
Mission 15	RCG4TgWu
Mission 16	K8YX5Ed5
Mission 17	ZGIMQUANo
Mission 18	1813GMWHU
Mission 19	KRAFBABG
Mission 20	CqQXXWmM
Mission 21	WtQz2qD
Mission 22	R8LAVCaB
Mission 23	Z1g4Dl6Z
Mission 24	VH0D1tp23



Well this list of codes should sort you out then, shouldn't it?



Die Hard Trilogy

Welcome to the first instalment of our Die Hard Trilogy players guide. Over the next three months we aim to bring you a definitive guide to all three games. The first being a blast fest in the Nakatomi building, secondly is a Virtua Gun-based blaster in the city airport and lastly we go for a merry drive in the city of New York. Written by PHIL DAWSON.

QUICK SAVE THE HOSTAGES

This month John McClane must save the hostages being held at the highly reputable Nakatomi building. The evil Hans Gruber is planning to rob millions of dollars worth in bonds from the building vaults. There is not an easy ride, Hans has a crack team of experts working on the complicated time delay locks which seal the vaults. Your job is to explore all nineteen levels of the building working your way up from the garage to the computer rooms on the top floor. Each level contains a whole host of baddies to kill and hostages to free.



QUICK SAVE THE HOSTAGES

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WEAPONS

L HANDGUN Your primary weapon is an automatic handgun. Each clip contains thirty bullets. Surprisingly this is quite a good weapon, the rate of fire is quite good and the range isn't too bad either. The down side is that it can only take out one person at a time, also it takes a while to reload leaving you open to fire. The only way to even penetrate this is to switch your weapon counters. When you only have a few bullets left, take cover and fire them off so that a new clip is inserted ready for the enemy. Each enemy takes two hits.



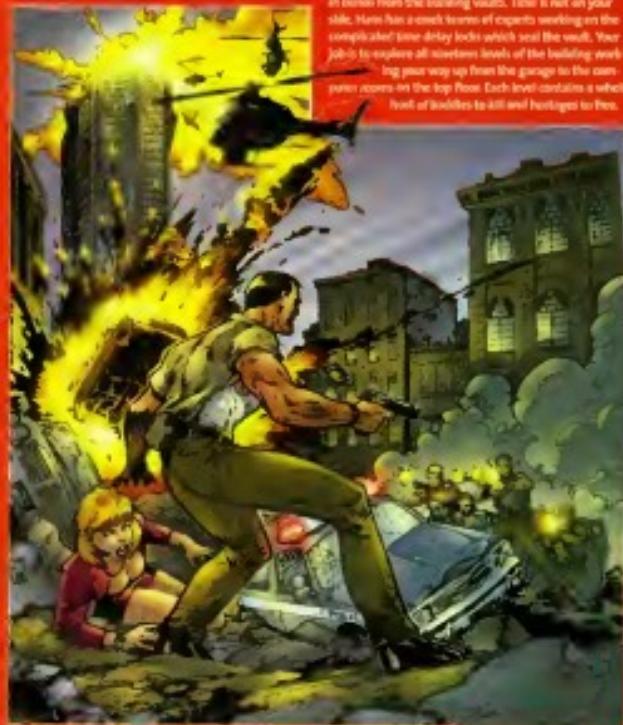
ASSAULT RIFLE This Assault rifle comes with two thirty round ammu clips and is capable of killing enemies with a single shot. The benefit when using this weapon is it is easy to get carried away and shoot off previous rounds. This is a rapid firing weapon and has got an nice ability to vapourise a group of enemies at a time. Use the side step button when firing to avoid enemy bullets.

M16 MACHINE GUN This is more like it. Although it still takes two shots to kill an enemy, the rate of which it takes off rounds is extraordinary. When using this weapon, it's impossible to conserve ammu as it fires too quickly. The most effective way of using the M16 is to charge at enemies, you'll kill them before they can look onto you. Again this comes equipped with two thirty round clips.

MG42 MACHINE GUN What we're playing with the big boys now. This huge beast is equipped with two



As you can see, the Die Hard weapons have plenty of damage when used to their fullest.



thirty novel clips like the shotgun and drops enemies with a single shot, this doesn't fire as quickly as the Assault Rifle which is as good. The slow rate of fire means that ammo is saved, so theory if you do pick up this weapon a whole level could be completed just using this gun, just don't miss the target.

PUMP ACTION SHOTGUN Right hand over the cash or someone gets hurt! The Shotgun is excellent for taking down multiple targets, each round fires spreads out, which means a group of two or three enemies can be killed at a time. It's not wise to use to open fire on enemies that are standing next to hostages as they will be killed as well. Also the reload time is slow so make sure you take cover! The best way of using the shotgun is to take cover behind a wall then use the roll button and open fire, then quickly roll back to safety.

4. EXPLOSIVE SHOTGUN Oh my goodness, this is the kick ass weapon in the game. One shot can take out ten men. This awesome gun can take out enemies



from a long range and comes with thirty shells. Although this is a weapon of mass destruction, it also works against you if fired at a target close range. If fired at close range you'll lose a health life, so be careful. If hostages are near the target, well you can kill them goodbye. Saving hostages from execution is impossible as well.

ANTI PERSONAL WEAPONS

GRENADE These babies can be found in crates around the building and in later levels they appear when a terrorist is killed. Grenades work the same way as an explosive shotgun but you have a chance to take cover. Grenades are most useful when thrown into a group of enemies.

5. STUN GRENADE The Stun Grenade stops terrorists cold. When thrown into a room, the green noxious gas spills out leaving all the baddies in its wake open to fire.



Getting the best out of the delayed smokiness is the key to success in the first McCall game.



6. SMOKE BOMB You won't find many of these throughout the game so when you have them, use them wisely. These work the same way as Stun Grenades - when thrown the controller spins around release yellow smoke. Any enemy that is in the vicinity of the controller leaves them, making them easy pickings.

OTHER HELPFUL ITEMS

7. HOT DOGS A hot dog is one of America's most famous dishes. Good job too, as it restores a small percentage of McCleane's health.



8. GREEN MEDIPACK Green medipacks are used to restore half of McCleane's health bar.

YELLOW MEDIPACK The yellow medipacks restore a whole life badge, which comes in very handy when McCleane is approaching death. These packs are more common than Hot Dogs so you won't have trouble finding them.

9. BULLET PROOF VEST Once McCleane obtains the vest he is invincible. The health badge turns green indicating that the vest is on, then with every MP1 change colour. Once the badge turns yellow the vest has been lost.



With the aid of our point by point, how to beat breakdown the Hard mode's, cause any problem.



THE RADAR

The radar displays the level layout, showing all walls and doors. The white arrow in the middle indicates which way you're facing. There are four different scales in which to view the map. South East is the most recognisable showing all corridors and rooms in great detail. Zooms are shown nearby the whole map, this is the most useful as you can see where all the terrorists are located around the area. Different coloured dots appear on the radar, and these are as follows:



BLUE - Hostage / KIDNAP - Terrorist
PURPLE - Hostage about to be executed (if you save them, McCleane receives a bonus life)
ORANGE - Hostage about to be hit by the big one, save them NOW!
YELLOW - Bombs item / FLASHING RED - Exit

BONUS GAMES

After every three levels completed, McCleane is transported to the roof of the Nakatomi building. This is a bonus game, several hostages are trying to make their way to the helicopter on the roof. Your job is to eliminate all the terrorist blocking their path. Once all the hostages have made it to the chopper, the bonus will be activated and you have thirty seconds to reach the lift.



PLAYERS GUIDE

LEVEL 1 GARAGE

The first level of the game and the easiest. The parking lot is a wide open space so finding the terrorists is no problem. Look out for the truck with its back doors open. Inside lies an Assault rifle, M4's Machine Gun and a Green-Med Pack. Explore the top left-hand corner because inside you'll find an explosive shotgun. The exit can be found in the centre of the garage.

LEVEL 2 INCEPTION

McCloe moves up a floor time. When you exit the lift, quickly roll right to the end of the corridor. Destroying the two terrorists. The reason for this is that



Boss: Devil-virus, Large-doll of Head. And plenty of it on level two here.



when you start the level they appear behind you and shoot you before you have time to turn around. Make your way around the level destroying all the terrorists then make your way back to the lift to find a machine gun. Also look out for the yellow med pack by the exit in the upper left corner of the group of elevators.

LEVEL 3 CONSTRUCTION 1

If you like reversing things up, this is the level for you. You may notice that there aren't many doors in this level, so create some by shooting at the pillars of glass and yellow beams. Almost the whole floor can be blown apart making it easy to find all the terrorists. Look out for the shotgun hidden in a box, as a boss needs to be killed later on. Towards the end of this level a boss appears from the lift accompanied by his henchmen. Just throw a few grenades to finish the whole lot off, also look out for the M4's that is dropped. The exit is located by the central elevator.



There's the boss. 8000 Destroy!

LEVEL 4 OFFICE 1

It's the end of the level as soon as the stage begins, as there is an execution about to take place. Blend the terrorist holding a gun at the hostage to earn an extra life. Look out for the rooms containing crates packed with terrorists. A yellow shell pack, machine gun, shot grenade and smoke canister are in these crates so make sure you find them.



LEVEL 5 MAINTENANCE 1

Quickly look for the purple doll in the map and save the hostage to earn an extra life. Once the first group of enemies have been cleared and minder batch arrive from the lifts. Each enemy killed drops a grenade so collect them all. As you progress through the maintenance area, trolleys appear from the lifts containing bonus items so have a look every once in a while, it's just one way to keep alive for longer.



LEVEL 6 COMPUTERS 1

One of the shorter levels in the game. Look out for the few bonus scattered around, these are mainly first aid supplies and grenades. Use the room for cover against enemy fire and shoot through the glass to pick off the terrorists as they walk by. The exit is found in the single lift in the corner of the map.



LEVEL 7 EXECUTIVE 1

Run towards the boardroom and take out the terrorists then free the remaining hostages. There might be a execution if you wait around but it doesn't happen every time. If you see a people dead on the floor, run like hell to gain an extra life. Look out for a shotgun hidden in one of the boxes near the elevators, as there is a boss to clear. Once the boss appears, let him have it with a couple of grenades. The exit can be found at the other end of the boardroom.



Here we are in the boardroom on the Executive level of Inception Plaza. As you might imagine, plenty of death follows.

LEVEL 8 CONSTRUCTION 2

On each side of the start elevator are two rooms. The right room contains a bullet-proof vest and the other contains a machine gun. Both are very useful in this level as there are many terrorists that need to be fought down. The centre of the level contains many hostages lined up but watch out as it is an ambush. Many hostiles are around the area and a lot of innocents will be caught in the crossfire.

LEVEL 9 OFFICE 2

Walk out for the hostage to the right as he turns out to be a disguised terrorist, so let him have it. Again shoot through the windows to kill the gunmen



who are hiding the offices. As soon as the large group of mads emerge from the elevators, use a shot grenade and pick them off one by one. The exit can be found in the central lift area.

LEVEL 10 BALLOON

Many hostages are waiting to be rescued here, but also many will be killed. Save as many as you can and try to drive the enemy fire away from the hostages by rolling into a safe area. Later on there will be an execution attempt in the far left corner. When you reach the hostage make sure the he doesn't get killed or you can lose your extra-life good boy.



Last one, so ready to the boardroom.

LEVEL 11 MAINTENANCE 2

A very easy level here. Head for the lift and drop a couple of bombs in front of the boss. Once killed you'll earn an extra life. Bring down the rest of the bosses and head for the exit.



L12



LEVEL 12

OFFICE 3 Look out for the crates ahead of you contain the machine gun and grenades. Run to the centre of the level and stop the execution to gain a life. Now run around the floor blasting the enemies and using the offices for cover. Make your way to the middle of the map to find the exit.

LEVEL 13

CONSTRUCTION 3 Straight away an execution is taking place in the centre of the level. The only problem is terrorists are stand on pillars above you. If you save the hostage or she will die when they open fire. Shoot the gun on each of the pillars first then drop down and save the hostage. If you do this quick enough you'll receive the extra life. The exit is situated in the furthest corner of the map.

L13



LEVEL 14

WATER Take out the large group of gun men by dropping one or two grenades then save the hostage behind them. Shoot the hostage as he leaves the life as she is a terrorist in disguise, then pick up the rest once she's dead. The exit is found where you started the level.

L14



Please try to kill the host.

L14



The hostages are in trouble now.

L17



L17



L18



L18



LEVEL 17

OFFICE 4 Look out for the goons with explosive shields here. Use the offices to take cover when they fire, then start shooting when they begin to reload. Look for you they drop their guns, pick them up and you should receive one hand and thirty rounds of ammunition.

L17



L18



L18



LEVEL 15

COMPUTERS 2 Dangerous inc the. Many of the terrorists are armed with shotguns, but lucky for you they drop them once shot. Use this to your advantage and shoot the large groups of gun-men waiting around the level. Look out for the execution later on a fire-cutout to shoot the hostage if you still have the shotgun. Quickly make your way back to the lifts to go to the next stage.

L15



L15



LEVEL 16

Maintenance 3 There is an execution taking place at the start of the level. If you are still in possession of the explosive shotgun then there is no chance of getting the extra life. Just run around the level blasting away to finish off the terrorists. Don't get to rocky then increase if you fire in close range you'll lose a life. Head for the exit in the corner of the office.

L16

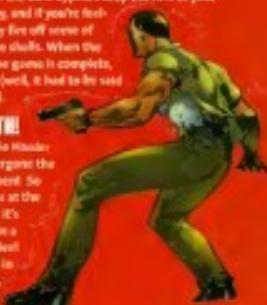


LEVEL 17

COMPUTERS 3 The last level is easy. Run through the corridors blasting anything that moves. There is wave upon wave of terrorists on this level so you should have fun. Once the boss appears drop the rest of your grenade supply, and if you're feeling really nasty fire off some of those explosive shells. When the boss is dead the game is complete, YIPPEE-KI-KAYO! (well, it had to be said at some stage).

NEXT MONTH!

Next month *Die Harder* will have undergone the Cooder treatment. So have your guns at the ready because it's blasting time in a Virtua Cop style. Well, it will be in the next issue, anyway.





Dark Savior

Welcome to the first instalment of the **SEGA SATURN MAGAZINE's** Dark Savior coverage. This game from the creators of Megadrive Landstalker is an essential piece of Saturn gaming and simply demands purchase. Here we show off how to get through most of the game and point out how to avoid the main pitfalls of each parallel. This is yet another master's guide from the hands of DAMIEN JEVONS. Enjoy!

THE PARALLEL SYSTEM

Depending on how you deal with the initial floating ship scenario, the game takes place in one of the different parallel dimensions that totally change the events on Duke's Island. Notice the lines in the corner of the screen. Completion of the level at different times takes you to different parallel.

PARALLEL 1: Defeat R. Miles after 4:30.

PARALLEL 2: Defeat Miles between 3:30 and 4:30.

PARALLEL 3: Reach the captain's cabin before 3:30.

PARALLEL 4: Crosses straight on from Parallel 3.

PARALLEL 5: Fight Miles between 3:30 and 4:30, but

defeat him less.

In order to reach it in the Captain's cabin in time for Parallel 4 and 5, help if you make one of the two major short cuts hidden around the base.

SHORTHOT ONE

While you exit the room with Duke's Miles' mecha track on the table's left and you will cross across a series of sliding platforms. The platforms lets you skip few rooms. When, that'll do for starters.



SHORTHOT TWO

In this chamber hit the box in the lower left hand corner to reveal a hole in the floor. Drop down through the hole and follow the path outside the ship to eat a huge chunk out of your journey. Good job?



The key to all the parallels is how quickly you can do this page - the coordination with Miles's ship.

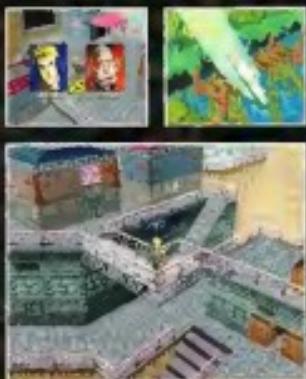


**PARALLEL ONE - A HUNT FOR THE EVIL**

As you battle with Blitzen's crew the rebellious escape the transport ship and head towards Toller's Island. By the time you reach the island Blitzen is already on the loose, and Warden Kortenigen has declared a state of emergency. Your mission in Parallel One is to hunt down and eliminate the villainous Blitzen. But why would Blitzen travel to the plains where it was supposed to be executed? You get the feeling that Kortenigen isn't telling you everything...

**ORDER OF EVENTS:**

1. TOWN Search the town for hidden chocolate and make sure you get the Speed Power from Olivia (wear pieces of chocolate). You should already have some blocks left over from the boat. Right one of the poles over the key to Death Valley, and travel to the RU base.



2. RU BASE Get the bottle from the lower right hand corner of the level, behind the crates. Talk to House then take the open door into the castle.



3. WARDEN'S CASTLE Follow the hallway into the castle. cozy Detroit with you on the long road to prove a hero. When you leave the castle follow the switch back to the RU camp.



4. MINES Take the second exit from the RU camp. After a brief conversation you will emerge in the mines. In the large mining room you will find the main power switch behind the personnel's quarters. When you come to your feet, pour over the acid, pour over the lava.



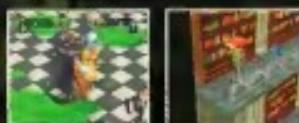
5. CATACOMBS A series of basic puzzles pitch the running into the castle; put the rocks in the pots. Then jump in the last one; find a hidden room behind an umbrella near the stairs then, jump on the sand-torpedo and knock over the broken shelves. It's not bright.



6. UNDERGROUND CITY talk to all the people inside the massive building. There is a hidden ladder in the top left-hand corner of the town (behind the stairs) that lets you climb up onto the high walkway to the rooms with the giant calculator look at the posters on the wall to work out the secret code.



7. LABORATORY In the laboratory you fight Bar. Try to capture him as he's a handy ally. You can attack round the bar and Warden's sword-fighting, but they're not essential.



8. THREE TOWERS Ultimately you must ascend to the top of the bonus tower to do battle with the Parallel One final boss: M. Blitzen. Don't like outwitting Blitzen, his weak spot is his back. Look at the bonus tactics on the next spread for some tips.





PLAYERS GUIDE

PARALLEL TWO - A HUNT FOR THE HEART
 Gorian defeats Bisan on the transport ship, and is observed to see that the person Bisan was in possession of was none other than his brother Jader. The only way that Gorian can save Jader is to break Tex Wood's diary, a legendary book that is said to be hidden somewhere on Jader's Island.

ORDER OF EVENTS:

1. TOWN Wimber Korttigen meets Gorian in the bar and opens the door to Death Valley for you. Everything is in the same location in Parallel One except Goria is missing.



2. JO BASE Brano tries to convince you that Korttigen is enrage. You agree to listen to him and follow Devert into the castle to see proof.



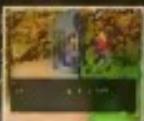
3. BISAN'S CASTLE Inside the castle Bisan tells you the true yet and becomes a monster. Gray Key out of the castle to win her over.



4. KORTTIGEN'S MANSION Solve the circuit board puzzle to reach the exit and get the Clappy of Woods. But watch out for the Lurex on the way out. They're beautiful, but not kind.



5. MINES The first of the two mine-cart sections. This one is relatively easy. Learn when to switch between the inner and outer tracks.



These two shots above might come in handy if you don't want to waste time solving the puzzles for yourself.



6. CATCOMBS Thankfully the catacombs are already completed. After giving Korttigen the diary in exchange for Ray, you must go back up to free Kay's sister, Tracy.



7. UNDERGROUND CITY The calculate goes in here, and you must exit the city the way you came.



8. THREE TOWERS You must pass each of the towers to get the three rings, Copper, Gold and finally Silver. Copper and Gold are obtained by visiting the two stations of the same name. Silver is actually Kay, and she transforms into the Key to fight the last boss, Devert.



Fortunately this polygon monstrosity transforms into a much more testable 2D mutant sprite. Good thing tho?

PARALLEL THREE - A HUNT FOR THE LIES

Gorian reaches the captain's cabin before Bisan, and Bisan escapes from the ship, Gorian chases after Bisan to Isobar's Island, just like the first parallel, but this time things are going to happen a bit differently. Bisan arrives near the JO base and Brano goes to strike a deal. Big mistake.

ORDER OF EVENTS:

1. TOWN The Isobar's Island with the young boy has greater significance in this parallel, though you don't know it yet. Once again Korttigen approaches you to find the secret JO base.



2. JO BASE The JO base has already been destroyed by Bisan when you arrive. Remember to collect the bottle.



3. MINES You follow Bisan into the mines. After the second (and most difficult) mine-cart section (you have to use the 6-car view mode often) you find and defeat Bisan. Yet Korttigen leads you into the Carbon Room where a surprise awaits.



4. CARBON FLOOR It includes plan B and D, plus all of the carbon based elements, including... could that house you can be in two places at once? The answer lies in the fourth parallel...





PARALLEL FOUR - A HUNT FOR THE TRUTH

The clock is turned back to when Garzia first left. Are Jester's friends back on the mainland his beaten-up brother friends pick up the distress signal sent from the transport ship and decide to come to your rescue. Meanwhile, Garzia is arrested for murdering the young boy in the town and is sentenced to death by Carbon Fyreer! What's going on?

ORDER OF EVENTS:

1. CARBON FLOOR Jack explains the concept of parallel dimensions. Two parallel have collided and now you have to fight for your existence against an evil Carbon Garzia. You have exactly one hour to complete all three towers, rescue your friends and escape the island. No room for error!



2. SILVER TOWER Things kick off atop the silver tower with an epic assault course. It takes a lot of skill to get through it fast, so keep practicing. You have to be quick if you want to use your friends.



3. GOLD TOWER You should be familiar with the puzzle in the Gold Tower by now. Be careful not to fall, as you can't use throughout the entire parallel and death means restarting.



4. BRONZE TOWER A lot easier than the Gold and Silver towers that's for sure; the player may walk down you can fall off the ledge to re-start at the lower entrance to that screen.



5. DEATH VALLEY If you do the three towers fast enough you'll rescue all of your friends (including Kyoji) before the final battle. After defeating Mag you return to the town to fight Carbon Garzia. Defeat him and you've got 90 seconds to make it to the dock. Hurry!



This here shows the final confrontation between the hero, Garzia, and his evil twin (and your world's nightmare), Carbon Garzia. Beat 'em!

PARALLEL FIVE - THE MARATHON OF DEATH

This isn't really a proper parallel as such, more an endurance test. After losing to Kyoji, you're taken to an arena where you must face off against six different opponents, one after the other. Marshall, Invader, Karttlegger, Bruno, Rikka, Do Ross, Blade, Mag, Sean and J.L. Blazin. The catch is, you only have two energy bars to fight all of them! Here are some fighting tips to help you out.

3. EXCHANGE Make sure you are touching your opponent when you press towards and attack. You will sweep enemies with them, giving you a chance for a devastating back attack. To be honest, it's hard to pull off and probably not worth the risk.



4. SUPER ATTACK The charged super attack always does the most damage, and if you can finish an opponent with it, you'll get a special Finisher point bonus. Unfortunately, you can be stopped in your tracks with a single hit, so make sure you time it well.

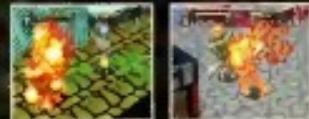


DARK SAVIOR BATTLE TACTICS:

1. THE DASH ATTACK The drifting attack is the most effective attack in the game. Hold down run, charge towards your opponent and press attack. It does a lot of damage, and normally knock your foe to the ground.



2. SPECIAL ATTACK When close to an opponent, hold down run and press X/Y and attack. For Garzia this move is a spin kick, but it varies from character to character. It also counts as a finishing move in the point tally.



THICKS

TWO PLAYER VS. MODE

Once you have completed all the parallels (and have the green position card) load the game and select the fifth parallel as per normal. This time however, plug in a second control pad and a second player will take control of Garzia's enemy! Could not make our Garzia win or you'll have to do it all again.

KEYBOARD

In the sound test hold down X, Y and Z while a music track plays to see the notes represented on a keyboard. And for all you budding musicians out there, who want to learn the base,



Tomb Raider PART 3

Here we are the final episode of what has become a pretty vast Tomb Raider complete solution. This is indeed part three - the last bit - where we take you from the terrors of the Natlas Mines right through to the game's incredible, action-filled conclusion. Now we join LEE NUTTER as he continues his exhaustive coverage of this stunning title.

NATLAS MINES

Swim into the tunnel until you see a waterfall on your right, climb out behind the waterfall and follow the path and pull the lever. Run to the waterfall and jump in before pulling yourself on the left side of the boat. Run forward and pull the block back once, go around the corner and climb up onto the large mound. Jump over to the tunnel behind the block and follow the path and pull the switch. Return to the waterfall, follow the path behind it and climb the stepped path. Jump over to the ledge with a road sign and follow the tunnel into a large area with a glass structure. Grab the megaphone and run into the next room. Pull the block back toward the exit and climb onto the block. Jump onto the cabin roof and walk onto the collapsing tail to fall inside, run through the tunnel and activate the switch in the above to move the rock back by the docking area. Go to the end of the tunnel and ride to the edge on the right, grab the ledge and drop to the ground. Run down the track through the wooden doors, walk towards the first boulder until a boulder rolls from left to right. Return to the wooden doors and with your back to it perform a standing jump forward, then hold forward and jump over the boulders. When you're jumping over the third boulder, turn right and land on a hill. Run through the second tunnel before the boulder returns you, climb the end and grab the first four bars left and use the levers to save your game.

Run up until you trigger a rolling boulder, then back to the left. Run up the hill on the left and drop down the hole at the top. Climb the hill and return to the cabin chamber. Turn left after you find the end of the way back up the path to the ledge with the road sign. Jump into the water and climb up onto the shaft section of the boat. Jump across the water to the crates, climb onto the far left crate and walk behind it into a tunnel lined with NATLA crates. Walk over to the dark crate and pull it backwards over. Now push it forward once to find another crate behind it, enter the corridor and pull the switch. Return to the dock and enter the tunnel to the right of the crates. Push another NATLA crate forward twice to enter a new room, climb onto the block and climb up through the hole, then pull the lever. Collect the six clips then swim through the tunnel into the next room and pick up the next fuse. Return to the dock then go back to



the cabin chamber behind the waterfall. Enter the doorway to the left of the left-hand cabin, run through the tunnel until it starts to fall off. Take the left path, pull the switch then return to the rock. Pick up the third fuse, run back to the room with the glass structure and enter from the right. Pick up the megaphone and save at the beacon.

Use the Fuses in the holes to lower the cabin to the ground. Enter the cabin and retrieve the pistols, climb onto the roof and jump over to the tunnel, then through the tunnel and drop down to save your game.

Run into the next room blasting and retrieve the megaphone, then use poison ivy with the switch on the far wall and perform a running jump onto it but let go of the jump button as soon as you jump. You'll roll across the cliff and grab the ledge below. As Lara slides down the cliff, grab the center and edge to the right, drop onto the ledge in the lava, turn left and jump over to the pillar. Continue across the pillars to the barrel entrance, drop down and run into the room with the TNT crates. Pull the dark crate away from the wall, then pull it three times from the right side into the next room. Climb over the crates and push it from the other side toward the fire. Once it's on fire, climb onto the crate, jump to the boulder and save your position.

Climb up the hill and climb onto the ledge. Jump to the sloped ledge on the right, wait for the boulder to roll out from the tunnel and jump over it. Proceed down the tunnel and pull the switch, grab the crates and return to the TNT room. Turn left from the blocks and enter the hole in the wall, kill the Helo and peach his auto. Collect the six clips from the room, then run up the hill and enter the tunnel before you can game.

Proceed through the tunnel and enter the next room. Avoiding the blockers, work your way to the top. Run up the slope and climb to the next room



Wounds Lara yet you'll see a waterfall which sounds a boulder behind it. Follow it round to activate the first lever. Then go to the room to the left of Lara to find the movable block.



and onto the lower pillar before leaping over to the highest column. Jump straight up and pull yourself up to the ledge. Turn left and jump across. Turn left again and jump across one more time, touch the block twice, turn right and climb up to the next room. Push the second block twice and drop down into a lower room. Pull the block that you first saw and go back through the upper rooms. Drop back into the lower room on the other side of the lower block. Push the block forward,



A scene that's reminiscent of the Indiana Jones films. In fact, there's not the only similarity either.



turn left into a new alcove, then go forth and save your game or map the consequences.

From the save location, pull the switch and turn so that the switch is to your right. Run into the alcove, turn left and climb up. Run forward to the block and enter the tunnel to the left. Push the block off the platform of the stairs forward once, turn left and run like mad towards the stairs. Activate the switch next door and run back up the stairs, run forward to a hole in the floor and drop down. Run through both doors, shoot the guard using the magnate and grab the shotgun from him when he dies. Climb up to the top of the pyramid and when you reach the top, turn left and jump against the wall. Go into the tunnel and activate the switch at the end, go back to the bottom of the pyramid and run through the mouse building to the Gold Door. Enter the door, retrieve the medipack and pyramid key to open the pyramid doors and make your exit.

SECRETS

1. From the second save location, use the boxes in the holes to lower the cabin and enter it, collect the planks then climb up onto the roof of the cabin and leap across into the tunnel. Jump up to the ledge and run forward to open a gate elsewhere. When you come to a plank on the ground, turn around and jump backwards and slide down whilst holding the action button. Lava will grab onto the edge of the hole that opens below you and not fall into the lava. Once the plank closes up, move to the wall and climb up the wall then up onto the next ledge into the secret area where you'll find a shotgun and some ammos.

2. From the third save point, run into the next room and collect the magnate. Explosions your health, then line yourself up with the switch on the far wall. Make a running jump over it but let go of the jump button as soon as you jump. You'll fall down the cliff and grab onto the ledge below. As you slide down the cliff, grab the crevices and shuffle to the right. Drag onto the ledge and turn right, run through the tunnel to a lava-filled chamber and jump to the ledge in the lava. Turn left and make a jump to the next pillar then board over to the next entrance. Turn right and leap across to the tunnel entrance, immediately run forward and push the crate before lava gets squashed. Pull the same block out again than check out it. Leap over to the secret area and collect the medipack and ammos.

3. From the fourth save point, run up the hill and climb to the ledge. Temp over to the right ledge to the right. Wait for a boulder to roll off of the tunnel, then jump over to it. Follow the tunnel and activate the switch, grab the ammos and return to the TNT room. Turn left from the Meeks and enter the new hole in the wall. This cuts the slope besides and take the cuts from him. Collect the three ammos from the room, then find the hole in the ground with more and dive in. Follow the tunnel through the ground and enter the secret area.



(Top) Leap over the boulders and avoid the soldier to take lava in relative safety. (Bottom) The better route is to the left of lava is available by jumping over a hidden tunnel.



ATLANTIS

From the start, run forward and the first sphere on your left will explode. Shoot the creature that comes out. Turn around and walk toward the sphere on the right, and kill the monster that follows along the trench and a third sphere will explode. Kill the creature as you did the rest. Face the castle door and turn left, run through the side door and climb the stairs toward the whitewashed floor. Dash over the central bridge and grab the ammo. Draw your weapon and dispose of the flying demons, then run into the far right corner of the whitewashed floor. Enter the alcove and activate the switch, turn around and run forward into another alcove.

Activate the second switch, run back to the other side of the room and enter a new doorway. Proceed down the steps and hit the third switch, return to the entrance and walk through the central door. Shoot the flying demons then run forward and drop down into the hole and move into the hallway. Turn to face the

device in the wall and jump over to the ledge to the left and drop down to the tunnel. Dash the ledge and climb up, run into the tunnel and activate the switch, continue forward and grab the ammo for the set. Leap across to the whitewashed floor, walk to the edge of the ledge and jump over to the next ledge. Crawl up and run down the tunnel to save your position.

From the balcony, jump to the pillar, turn left and jump to the lowest ledge on the pyramidal slope. Quickly jump to the next ledge, turn right and jump to a third ledge and slide down. Keep sliding down to the red door, turn so the door is on your left and jump across to the ledge. Face right and leap over to find a meadow. Run and jump to the highest ledge and pull yourself up, walk

(above) The whitewashed floor room has some flying demons within so you'd better get those axes ready. (below) To reach the door on the right jump across the police traps within the tree line,



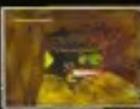
into the tunnel to find some sat ammo. Pull the switch and return to the entrance, jump into the water and pull the sunken switch. Climb out of the water to the left of the steps and get onto the pillar. Jump across the pyramid and enter the red door before it closes. Jump across to the far ledge and haul yourself up, climb the stairs and jump into the doorway at the top before saving the game.

From the second save point, climb up the tunnel and over the spiked pit and jump into the water. Retrieve the ammo and pull the switch, swim through the open door and rise to the surface. Climb up and run past the silos, pick up the sat ammo and turn right. Jump across to the next ledge, run into the barrel and turn around. Dispose of the demons and collect the ammo, then crawl around and dive into the pool. Climb out of the water between the two large spheres, turn right and activate the switch, run left and around the corner, pull a second switch in the alcove and go and save your game.

Run toward the sphere in the right-hand corner and shoot the demon. Activate the final switch to open all three doors underwater. Dive into the water and swim through the tunnel, climb up to the ledge and enter the tunnel, turn left near the dark wall and



Be careful not to plunge to the ground as a fiery death awaits those who do. Instead jump to the ledge to the right of where Lars is stood.



To either side of Lars you'll notice some yellow jets. With note them and they explode revealing a flying demon, so wait at the ready.



At the far side of the room is another demon which can be neutralised by shooting the ledge to the right of where Lars is.

Run up the hill, turn right at the red hallway and move toward the red doors, pull the switch to open the door. Grab the arena and run to the wall opposite the large boulders. Pull the block back once, then push it forward from the right up against the wall. Return through the red hallway to the switch again. Pull it again and enter the red doors. Move forward past the block, enter the tunnel and shoot the demons, now walk into the adjacent room. Run and jump across the ledge on the right before saving your position.

Proceed around the corner and kill the two demons. Slide down the slope and jump over to the



red ledge below you fall onto the spike trap and take the medipack and arena. Now run through the tunnel into the next room, turn right and shoot the demons. Run and jump over to the ledge on the left, walk to the right side of the ledge and position yourself as Lars' feet just about touch the dark triangle. Pull it again and enter the red doors. Move forward past the block, enter the tunnel and shoot the demons. Leap over to the dirt covered slope on the red bridge in the middle of the room. Jump to the ledge against the rocky wall, turn right and take the arena/breath activating the switch. Turn around and run forward to a small narrow ledge, run across the ledge to a block.

At the top of the ledge you will find a red jet pack. Quickly press E, let the demon pass and immediately press the trigger to activate it.

Pull the block backwards out of the wall to find a tunnel, now quickly run past the spikes. Turn right and shoot the two demons. Jump across to where the demons were and run up the barrel. Collect the arena and medipack, turn right and walk out onto the ledge. Shoot the creature and jump across to the next platform. Make your way to the end of the tunnel and save your position.

Jump to the ledge in the corner and pull the switch, return to the lava room and jump back to the entrance ledge. Turn left and jump to the pillar, turn left and jump to the column, turn left and jump to the second pillar, now leap across to the doorway in the wall. Clean up and pull the switch at the end of the tunnel, return to the tunnel entrance and jump to the left pillar, leap across the pillars and enter the tunnel. Follow the tunnel into a long hallway, turn left and enter the red tunnel. Run past the red door and wait for it to close. Clean up as the tunnel above the door, run to the red and jump onto the ledge to the right. Pick up the arena and run into the tunnel.

Shoot the creature and take same.

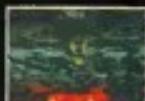


By now you are at the penultimate level or there's not all that far to go. Little did you realise when you first purchased Tomb Raider what a massive and compelling task you were undertaking. This game is for life and definitely not just for Christmas.





PLAYERS GUIDE



(Left) Lara peeks down the tunnel without falling.



more ammo. Move forward and stand at the bottom of the ramp, run forward and stop on the tile before the stairs. Turn left to avoid the boulder and walk up the rest of the ramp, enter the door and save your game.

Turn left and push the block twice, turn right and run down the tunnel to find two switches. Pull the right-hand switch and immediately jump back, drop into the trap door, leap over the pit to trigger a boulder, then jump back over the pit. After the boulder falls into the pit, jump over the pit again and run up the tunnel. Climb onto the ledge to the left and pull the switch. Turn around and climb up to the door, drop down the other side and run forward through the door. Run through the tunnel and kill the creature in the corner. Pull the switch in the opposite corner and collect the ammo before entering the door and saving your game. Slide down the ramp into the next room, shoot the two creatures at the bottom and run into the room. Don't shoot the boulders or you will be killed. Instead, turn right and climb up onto the ledge. Leap across to the stone pillar. Jump to the ledge by the door, pull the switch and turn around. Leap over to the sandy ledge. Climb up and jump onto the sandy pillar and run up and jump onto the rocky ledge by the pit and climb the tunnel, kill the creature and collect the ammo. Kill the alien that jumps out of you, then run to the end of the tunnel and turn right. Follow the ledge and pull the switch, turn around and run across the other ledge and activate a second switch. Return to the entrance and run across the bridge into the final chamber. Run forward to the spinning machine, grab the worm and press the action button.

SECRETS

1. From the beginning, run forward and the sphere on your left will explode. Shoot the creature that comes out, turn around and walk toward the sphere on the right, and kill the creature. Run forward along the trench and a third sphere will explode, kill the creature as you did the rest. Run to the red door and turn left, run through the side door and climb the stairs toward the walled base. Run over the central bridge and grab the worms. Quickly drop your weapon and dispose of the flying demons, then run into the far-right corner of the walled floor. Enter the alcove and pull the switch, turn around and run forward into another alcove. Activate the second switch, run back to the other side of the room and enter a new doorway. Turn down the steps and hit the third switch, return to the entrance chamber and walk through the central door. Shoot the flying demons then run forward to the edge. Drop off the ledge to the one below, enter the secret tunnel and grab the medipack and the worms.

2. From the first room, jump over to the pillars, turn left and jump to the lower ledge on the side of the pyramid. Quickly jump to the next ledge, turn right and jump to a third ledge and stand down. Climb up the ledge to the secret area in the upper-right corner and collect the medipack and worms.

3. Jump the ledge in the corner and activate the switch, return to the last room and jump back to the entrance ledge. Turn left and jump to the pillar, turn left and jump to the second pillar, now leap across to the doorway in the wall. Climb up and pull the switch at the end of the tunnel. Return to the tunnel entrance and jump to the left pillar, leap across the pillars and enter the tunnel. Follow the tunnel into a long hallway. Walk into the center of the room to set off a hidden pressure plate, immediately turn left and run up the fall, kill the creatures and enter the secret alcove to retrieve the medipack and worms.

THE GREAT PYRAMID

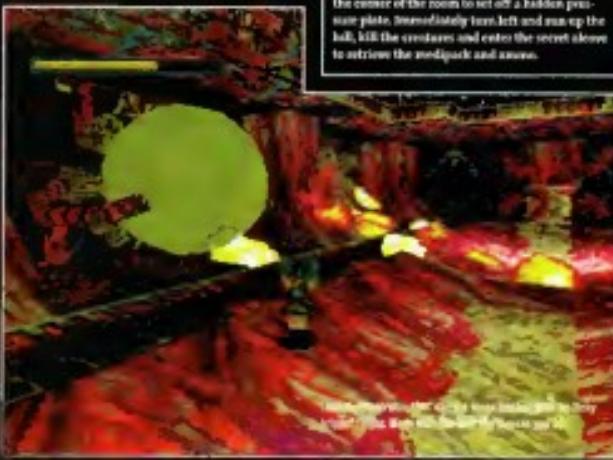
From where you begin, shoot the huge monster, grab the ammo and enter the red tunnel. Slide down the slope and push the block at the bottom three times. Then up the slope and push the second block once. Click into the tunnel above and save your position.

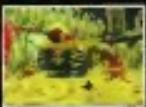
Run past the silver owl follow the tunnel, turn right at the intersection and push the block once. Return to the intersection and turn right, run past the red door and drop into the next room. Pull the block backwards once, then turn around and climb back into the tunnel. Turn left, move down and push the block once. Return to the red door and stand on the block and pull the switch. Turn around and run into the next room, turn right and jump to the desk



ledge. Jump to the second and third ledges, run through the tunnel until you see a boulder. Run back to the door to avoid the boulder, then up the tunnel again until you see a second boulder, avoid the same way as before. Run to the end of the tunnel and make your way past the collapsing tile. Grab onto the ledge before you fall and make sure your health full up. While hanging from the hole, drop down to the floor below and run around the corner and save your position.

Meet the Scare until it moves up, then slide run through the door, shoot the three creatures then hang and drop through the hole in the wall. Run





Even though he has no legs, the final boss is very tough indeed. If the grape field of pain he smashes your skull on the floor.



With the end to right, out every horseman must sacrifice his life (above) for no other reason than it looks pretty cool (below).



around and jump across to the crevice, shuffle right and drop down the slope. Jump at the bottom of the slope to avoid the lava, then enter the door. Walk to the right side of the hill and down to the bottom which will activate a boulder. Now walk to the swinging blade and jump across to the ledge, walk past the spikes to the middle of the ledge, face the doorway and perform a standing jump followed by a running jump to reach the door. Grab onto the crevice in the left-hand wall and shuffle right to the edge. Drop down and walk to the middle of the

ledge and back up to the edge, jump back up onto the slope and jump forward to the edge, then save at the beacon.

Turn right and jump down into the tunnel, run forward across the three collapsing ledges and run into the tunnel behind the switch. Turn right and enter the hallway, run across the slope and out into the hallway. Jump onto the boulder and grab the midpack, jump over the boulder again and turn right. Slide down the slope until the blade is on either side and jump from the end of the slope to a ledge. Drop down into the tunnel and run forward, retrieve the midpack and continue through the tunnel so you can hit the switch to open the door and go through with right and collect the ammo. Run around and run forward to the lava hole, set the boulder roll over you, then leap across to the other side and grab onto the edge, tell the second boulder pass, then climb up and run to the next room. Drop down into the pool of water below, take the ammo and walk through the tunnel into a new room. Climb out of the water and save your game.

Take the underground staircase to the last chamber. Use the scroll to defeat final boss of the game, Natta. Black and White Natta, where she comes shoot her arrow, then up the sweep in the corner and follow it up to the top. Jump across to the pillar below the deep red clouds up. Follow the path and drop down the hole onto a pillar, turn right and jump across to the ledge. Climb up and follow the tunnel first up to a slope which you can slide down to complete the game at last.

So now that you've completed the game you can stick it on top of your TV to collect dust, right? **WRONG!** The game has only just begun. Now you are awarded with infinite ammunition and action mode. What this means is that you can now go back over the game and find that it is harder and with more monsters. Excellent replay value, eh?



Link's very lithe reaches its peak. After using a Raftmaster's boomerang the link is difficult to control his fast breath.



COIN-OPERATED

The first game to employ Capcom's new CP-System III arcade board, Red Earth is yet another 2D beat 'em up, but this time it's a bit different. SEGA SATURN MAGAZINE pulls on its collective fighting trousers to investigate.

While the long awaited Street Fighter III is still some way away, Capcom's RPG department have not been slacking off.

Its latest creation is the CP-System III board, essentially a CD-ROM powered beast capable of super smooth animation, wild sprite manipulation effects and some fancy smoeing on the side. So after recent diversions into the action (Resident Evil) and puzzle (Puzzle Fighter) genres, what game has Capcom developed to show off its new piece of kit? Another beat 'em up, eh? Typical.

But hold on, because Red Earth is not just another beat 'em up! Sure it looks like a beat 'em up, and plays like one too, but Red Earth is different from the rest because it incorporates elements from a game at the other end of the gaming spectrum, the RPG. Only four characters detailed elsewhere in this feature, are selectable, and in the one player Quest Mode they have eight adversaries to defeat before the game is completed.

Usually for a beat 'em up, the selectable characters don't fight each other in Quest Mode instead they all have a personal reason for taking on the might of the evil Empire, which is trying to take over the world. After each fight, how well you performed will raise your experience points, which upgrade your character by improving their attack and defence strength and allowing new moves to be learned. Once



a certain amount of experience points have been amassed, your character's level is also increased, up to a maximum of level 30.

MYSTIC MEG

Like the majority of Capcom's recent beat 'em ups, Red Earth contains spectacular Super moves. This time, however, they don't rely on pulling off standard special moves to charge up a Super gauge.

Instead your character collects Mystic Orbs from crates that randomly appear in the playing area. Six types of orbs (ice, sun, thunder, poison, wind and earth) are available, and all have varying effect when used.

Players can use orbs in two ways. One is to pull off a char-

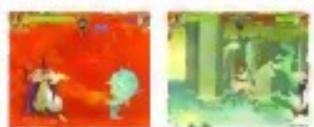
acter's unique special attack, which is accessed by two fireball motions and a punch, and the other method is to draw on the power of the orb itself, which produces the same result which ever character you are using, and is avoided by a backwards fireball motion and all three punch buttons. This introduces a tactical element into battles, as you cannot rely on charging a Super gauge to pull off supers and, in two player battles at least, you can prevent the other player from collecting orbs by nicking them off for yourself.

PASSWORD PROTECTION

Considering that players can power their characters up way beyond their basic attributes, it would be a bit of a pain if you had to start again at level one every time you played. Fortunately, Red Earth uses a unique password system so you can continue from where you left off. At the end of every game you are given a numerical password, which can then be re-entered at the start of a new game. The only problem with that system is remembering an eight figure password, so be sure to take a笔 down to the arcade with you.



(CLOCKWISE FROM ABOVE) The hideous Egyptian mummy Horangi begins his little heart out; however the dinosaur was again (with those talons we're not surprised); Meg tries to intimidate everyone via monster hybrid with a length of old chain; Horangi gets angry with his flame breathing head; and shows why his defensive powers are second to none with what looks suspiciously like a large shield.



(ABOVE LEFT) These horrifically weird backgrounds are only possible with the CP-System III board. Here, Meg is powering up her standard Super attack.
(ABOVE RIGHT) As usual, Capcom's artists wouldn't mind a few gratuitous panty shots.

SONY - OPERATION





Hydro has the power of the Mind Super, as modeled by Icicle.



During intermissions, look to Raji as a good shot.



BOARD GAME

The CP System III is roughly four times as powerful as the old CP System II board. The new hardware can handle 196 palates per sprite, and with a total of 512 colour palettes, that means it can display up to 196,608 colours on screen. Backgrounds can have up to five levels of line scrolling, and the amount of data that can be stored on the board ranges from 32MBit to 1200MBit. Compared to the 256Bit available on CP-System II, you can see why the new board has the capacity for such smooth animation. As well as Red Earth, Capcom has developed Street Fighter II for its new board, but beyond this, other CP-System III titles have yet to be announced.



Whenever your character's power level is increased, you get treated to a lovely bit of Capcom artwork. Details of new techniques and increased attributes are also provided. If you're lucky, you may also gain resistance to certain attacks!

>> QUEST MODE

The actual mechanics of the Quest Mode differ slightly from most beat 'em ups. To start your character has two energy bars: while your opponent's stretches across the entire length of the screen. If you are defeated and choose to continue, your adversary continues with the amount of energy it had left when you were killed. If you win, your energy is replenished depending on how well you fought, so if you did badly, expect to start the next round with a tiny slice of energy. Players can collect extra lives and Mystic Obs during fights and these are displayed via coins, which appear randomly on each stage. Pull off a spectacular attack and extra experience points will also be yours for the taking.

There are eight monsters to defeat to win the game: the first four are the initial enemies of each selectable character, and are fought in a different order depending on who you choose to play as. These first four monsters are Kongor, a mutant rango who is also in the employ of King's snakes; Lissa, a sharp who was responsible for the destruction of Mai Ling's village; Hydro, an octopus-like creature who is threatening the inhabitants of Tessa's home town and Hossa, a giant dinosaur left behind by the empire to rule over Leif's country.

After that you tackle Rauvane, a four-headed Sphinx based on a statue searching Ancient Egypt, then Giga Stone Head, whose home is a crypt on the Eastern continent. Finally your quest leads you to a floating island, where you will encounter a fearsome, and extremely well-armed, Sabo and Varada, an old man accompanied by several mythical beasts who has a few nasty surprises up his sleeves.



The character select screen is all its glory. Is there a threat to play the Icicle though?



Here's the Polka Super, identified by the purple background.



VS MODE

Two player battles are much more conventional, being fought over three rounds with just one energy bar. The Mystic Obs system remains the same, but there are no experience points or life-ups to worry about.

Unsurprisingly, it appears that only the four one-player characters are available in two-player mode. We hope there is a way of playing the awesome boss characters, but if it exists it hasn't been revealed yet.

BONUS GAMES

Red Earth features the welcome return, from the original Street Fighter II, of between level Bonus Rounds. We've discovered two so far, a variant on the old Giga car smashing round with a large statue to demolish, and another where there are six stone heads set into the walls of Giga's crypt at various heights, and players must destroy them all to win.



Now on the offensive again, giving Mai Ling something to think about with the Ice Super! That's a power-up created by Mai Ling's feet – a low attack!

INTRODUCING

TESSA A beautiful witch studying everything there is to know about Super Magic Her weapons are magical, created by her own hand. She is a master of ice magic, and her most powerful moves involve firing deadly spears of ice at her opponent. As Tessa becomes more powerful, she gains the ability to pull off some of her moves in the air.

LEO A benevolent king whose land was overrun by the Evil Empire. A curse was placed on him, giving him the body of a beast, so he is fighting to regain not only his country, but also his humanity. He is armed with a sword and shield and as he rises through the levels his weapons are upgraded. Although Leo is quite slow, most of his special attacks are based on dark moves. His default Mystic power is Thunder.

KENJI Leader of an ancient clan of ninja, Kenji is fighting to protect the Tokugawa dynasty. He conceals many weapons about his person, including knives and a length of chain which he uses as a whip. As you power him up, Kenji is able to perform another type of Super Jump in addition to deadly new moves. His standard Mystic Orb-type is Power.

MAI LING A young, gifted martial artist whose home town was destroyed by the Empire. She wears flaming rings on her legs which act as her weapons. She seems to have the least new moves to learn as you power her up, but she is able to dash in the air when you reach Level Ten. Mai Ling is the smallest and fastest character, and has Fire Orb by default.

WHEN'S IT OUT

Well technically Red Earth is out now. We've seen it in arcades around London, and it won't be long before you'll be able to play it all over the country. The possibility of a Saturn version looks highly unlikely as Capcom has already stated that no home system can handle the power of the CPS III board. The fact that the Saturn version of Marvel Super Heroes has suffered various delays does not bode well for a home conversion of Red Earth any time soon. Considering the power of the CP-system, any home version would be severely compromised in terms of animation and some sprite effects which the Saturn just can't handle. Fret not, if the Saturn can't do it, then there's always the way the PlayStation can either



(ABOVE) The Street Fighter II style bonus game has players giving a pinball-style status a good kick. Vandal, the lot of them.

(LEFT) Psylocke is not impressed by the poor range of depth's sword.



The Fire Spear is Mai Ling's default attack. She needs lots of energy giving her a burning tea.



OUT NOW

GRID RUN

BY VIGILUS (\$14.99 75%)

Virgin Interactive Entertainment are to be commended for at least trying something different with Grid Run. At the heart of the game is an extremely simple concept: that being to "capture the flag" and not to flail. Basically there's a number of flags to get, with your opponents task being to get the flag off you (if you have it). It's all very simple, yet strikingly compelling. And it's pretty cheap too, which isn't too shabby.

The bottom line is though that:



perhaps Grid Run is too simple for its own good. After all, you didn't spend upwards of £50 to play games like Grid Run, despite its fairly impressive 3D visuals. The two-player mode is a welcome addition, but to be honest, it's not that much more exciting than the solo mode, which is a good indication of how good the CPU artificial intelligence is.

Overall, Grid Run is a nice attempt at trying something different and although its simplicity is probably its greatest virtue (leading to some amount of gaming excitement), it's also the best reason why it's not really worth your money.

CRUSADER: NO REMORSE

BY EA (\$49.99 85%)

EA are definitely on the right track by getting Origin (the western world's adventure game experts) to bring their wares onto the Saturn. The Ultima series is rightly celebrated as one of the best RPG series ever to hit PC screens. Crusader: No Remorse was also hailed

by the PC press, combining the gore and some of the adventure expertise that Origin have so neatly displayed.

Well that was obviously the idea. Unfortunately this merging of ideas hasn't really paid off. To begin with, by Saturn standards the graphics in Crusader are absolutely horrendous. There's nothing here that the Megadrive couldn't do and I've certainly seen worse.



For trudging on the ill-fated machine - the title mess we have here just isn't good enough, PC conversion or not. The Saturn's 3D prowess is criminally under-used here - even the full-motion video is not particularly impressive.

On the plus side, there's plenty of game for your money and the adventure itself is quite entertaining. If a tad lacking in the variety arena.

This isn't particularly the best effort from Origin, particularly as the same company has been responsible for some gaming epics such as Wing Commander, Private Eye and Ultima, all of which would have been far more welcome than this disappointing effort.

MARIO ANDRETTI RACING

BY ER (\$49.99 82%)

When it comes to racing games, Saturn owners can't really go wrong. After all, with good conversions of Daytona USA and Sega Rally Championship (along with a most promising conversion in the form of Mario Kart Superstars) in the bag, for something to come along and seriously impress us is a demanding proposition.

Mario Andretti Racing actually has a lot going for it. The 3D - although lacking in detail in some areas - is very smooth and the wealth of tracks available is very very impressive. The usual EA Sports presentation strategy is beyond compare too with the option to just about completely reequip your car being most welcome indeed. Add a choice of Indy Cars and NASCAR vehicles and you have a potentially deep simulation.

Gameplay wise Mario Andretti is pretty playable. Like all good racing games, it takes a fair bit of time to get the measure of the handling, but what the game offers is solid entertainment



In terms of excitement and visual panache, Andretti's not as cool and the PAL translation is flaky (make that virtually non-existent). That's probably the worst thing about Andretti: still, it's smoother than the PlayStation version, which always goes down well in our books.

Not essential, but certainly no disaster, this is a creditable EA release which bodes well for future titles.

TILT!

BY VISION (\$34.99 82%)

You might notice that the overall rating for Tilt! has decreased a little since last month. This and down to any revelation about the game's quality, more to do with a difference in opinion. Paul Glaister was well impressed with this, but I (Rich) have to admit that pinball



games just don't turn me on. With all of the 3D and indeed 3D power of the Saturn at disposal I just think that something more inventive and entertaining could issue forth from Vision.

Admittedly pinball simulations don't really get that much entertainment than this. The realistic dynamics are pretty impressive with the ball actually moving and ricocheting just like the real thing. The range and content of the tables themselves is also pretty cool.

The thing is though... well, the Saturn is a videogames machine. As far as I'm concerned that should open up a whole new arena of potential for this genre. *Tilt! Magazine Devil Crash* (or Dragon's Fury as it was known in the UK) did manage to successfully mix pinball and personality sink that as being superior to this if realism is really what you want. I'd recommend spending a couple of quid on a variety of tables available at your local arcade rather than lay out £35 for this.

SOVIET STRIKE

BY EA (\$19.99 70%)

The Strike series was clearly a huge success for Electronic Arts and the company have finally seen fit to continue that excellence on the next generation machines, with the Sega Saturn, putting the best version! Which is pretty cool eh readers?

So what's the deal then? Well, basically Soviet Strike continues the gameplay principles established in previous Strikes. The difference is that this Saturn game does everything so much better with more weapons and, for superior graphics. The "photo-realistic" visuals really are stunning to behold and there are some awesome explosions and what-not to appreciate. The overall look is excellent - in fact, the only downside is the quality of the scrolling. Because of the dynamic loading from the CD, the scrolling suffers from a pretty low frame rate and dive scrolling. Still, the sheer excellence of the gameplay more than makes up for it.

EA have also done us proud with a fairly decent PAL conversion, but more to the point, they have cleaned up all of the problems the PlayStation version had. The gameplay balance has been improved, there are some super weapons to find, plus there's a general improvement in the level of richness. It's all very impressive. Overall, the scrolling is irritating, but everything else about the game that is Soviet Strike is pure class. That being the case maybe you should just go out and buy it eh?



BY STEPHEN MCGOWAN

OUT NOW



DIE HARD ARCADE

BY SEGA (\$49.99/80%)

Hesitatem. Here's a game that's going to cause some controversy. You see, Die Hard Arcade looks like being one of the Sega in's finest hours when you first boot up the machine. The game's basically Streets of Rage in 3D but with even more outrageous fighting action. It looks superb, the update is very smooth, and the overall playability is excellent.



The game really is brilliant fun. What sets this apart from Streets of Rage and its 3D brethren is the effort that can have put into the control method. They have successfully melded aspects of Virtua Fighter into the basic Final Fight style of gameplay, meaning that the biggest challenge the game offers is mastering the myriad techniques. Also,

there are several different moves available depending on what you're carrying in your hands, which again increases the game's opportunities for further.

The big problem is, lastability. For a start, the actual length of the game is disappointingly short. This would be all right were it not for the amount of coins given, plus the bonus game's propensity to hand out scores of extra credits (the Deep Scan arcade conversion is cool, but it just needs lastability even further). Some game modes to play as the enemies would have been cool, but really Die Hard Arcade needs extra stages - even novice gamers can blast their way through the entire game in less than hour and apart from discovering the

As it is, what we have is a supremely enjoyable but short-lived game. The real challenge probably is to get through on one credit. It's just a shame the game throws so many at you. Even if HAD difficulty setting would have been appreciated, but even this is missing from the game, hampering lastability still further.

Die Hard Arcade is a clear indication that some games work better as coin ops and regardless of the quality of the conversion, need major work to be successful home titles.

DIE HARD TRILOGY

BY EA (\$49.99/10%)

This game was a massive success on the PlayStation and Probe Software have finally got around to completing the Saturn rendition of this hugely popular title. As you can gather from the title, this game excellently brings the action and excitement of all three *Die Hard* films to the Saturn.

Die Hard is a decent, 14-level excursion into the deceptively heady-guru of the Nakatomi corporation. This is decent fare to Black style action, albeit with huge blasting overtones, which is as it should be. *Die Harder* is solidly entertaining Virtua Cop style action. Of course, this isn't a patch on the AM2 games, but it's certainly a worthy addition to the pack. Finishing off the "trilogy" is *Die Hard with a Vengeance*, a driving game through the streets of New York (although there's a disturbing lack of skyscrapers - haven't the pragmatists even seen *NTSC* yet?),

this is probably the most exhilarating episode of the lot as you track down various bombs and generally cause much road-based havoc. With all three games as a single CD, it's difficult to avoid recommending this title. Yes, it's a bit jerky than the PlayStation version (a shame Probe couldn't match the quality of the *Alien Trilogy* port) but the fun and excitement remains and that's what's important.



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Introducing...

DIGITAL DANCE MIX

Some people are viewing Digital Dance Mix as sorta kind of benchmark as to what the MD-owners could look like. But what if the sort upgrade rumours are true...?



Yu Suzuki's concept title for the Saturn hit Japanese chanteuse in early January and as expected, it's well... a bit weird. For a start, there's no point at all calling Digital Dance Mix a "game" as such - try Virtual Music Video and you'll be closer to the mark.

The centerpiece of Digital Dance Mix is the 3D-rendered version of Japanese pop siren Naoko Aoyagi - AM2 have created a high resolution 3D model of the singer and animated her with some excellent motion capture, all at a super smooth 30 frames per second. The result looks lovely indeed, with extra animation provided by some 10 polygon dancers retaking her movements in the background. Incidentally, a great deal of the look of the video can be customized. There are a few different Aoyagi costumes to choose from (the colours are also selectable), along with a choice of backgrounds and such and such. You can zoom in and out to your heart's content and spin around the arena as much as you want; which is just as well considering that there's little else to do in Digital Dance Mix. There are a few more games for you to examine (see the relevant screenshots), but in the end Dance Mix is spectacularly without point, unless you're really in Naoko Aoyagi - and sales of over 100,000 in Japan would seem to indicate that the market does exist.

This is a pretty brave idea for Sega of Japan but at around the equivalent of £15, this Virtual Pop Video is very expensive considering what it offers.

But what if the VPP was given away "free" as part of, say, a CD single? Who knows? Digital Dance Mix may well pave the way for a new use for the Saturn. As it is, Yu Suzuki hasn't given up on his current concept yet - next in line for Japanese consumers is a Digital Dance Mix volume II, featuring Bassuk and Na from Virtua Fighter! Notough!



NEXT MONTH...

True excitement gains magazine form with next month's SSM. Resident Evil is explored in more detail, Syndicate Wars gets a closer look, plus we'll have reviews of the likes of Super Puzzle Fighter II Turbo, Independence Day... plus a whole load more! Let there be no doubt about the POWER of SEGA SATURN MAGAZINE!

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